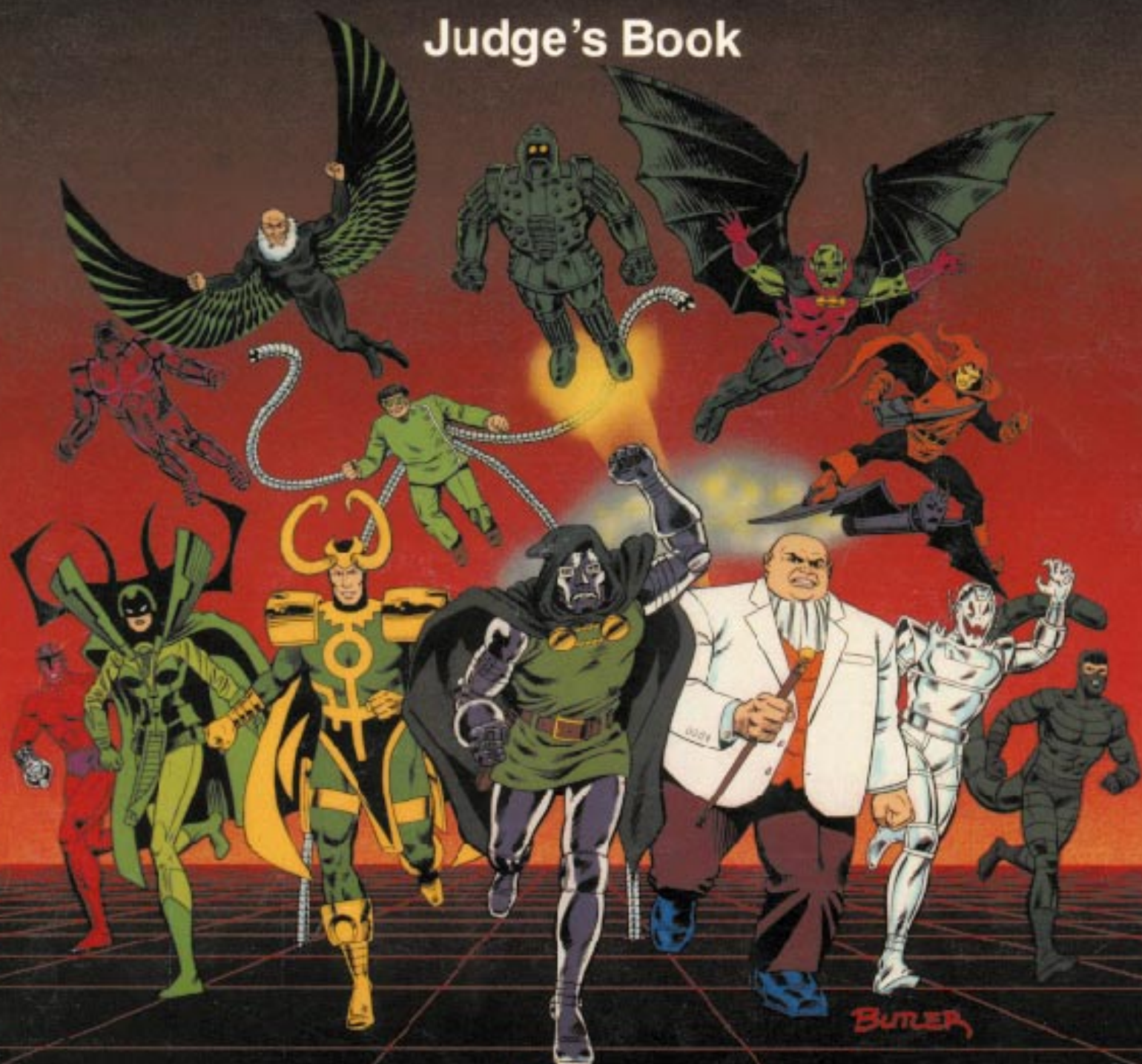


MARVEL SUPER HEROES™

Judge's Book



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Welcome to the next step.

The Marvel Super Heroes Advanced Set (also called MSHAS — if you can pronounce that) is the next step in the evolution of one of the most popular heroic RPGs of all time. While the Marvel Super Heroes Original Set (MSHOS -the yellow box) was a down-anddirty, cola-and-pretzels, dirt-simple introduction to role-playing, this product is different.

This product assumes you know what you're doing.

Unlike the Original Set, this set starts with the basic assumption that you have played RPGs before, most likely the Original Set. (For those who have wandered into this book despite the big letters declaring that this is an Advanced set, don't worry — we summarize the major points from the previous set as we go along, both for your benefit and players of the Original who don't want to be flipping between two books.) You know what role-playing is. You've had characters that could web-spin up a storm, could wall-crawl with the best of them, and those that were the best at what they did (snikkt!). Now you're ready for more than your standard going toe-to-toe with the Hulk. This set of two books (a 96-page Players' Book and a 64-page Judge's Book), along with additional cards, maps, and stand-ups is for you.

Don't let the size of this product, the amount of text included, put you off. Some is familiar ground, further explanations of FEAT rolls and abilities that have developed in the two years since the creation of MSHOS. Ideas that have worked their way in by a variety of support products, by a number of different hands, are brought together here, clarified, and codified. Most are new expansions on the rules of the game, retaining the basic mechanics of the game but breaking them out into a fuller campaign sense, Resources. Popularity. The new Contacts section, All of these are brand new, designed to add depth to your characters and campaigns.

The nature of your own heroes is changed, as we fill in the gaps in the Universal Table, allowing for more rapid advancement, and concentrating on the hero that YOU want to create. New combat strategies are dealt with, along with the use of Powers in combat.

But before I spin off into comic-book hyperbole, let me state: this is an expansion, not a revision. Certain game mechanics have been modified, but the game is designed to retain the flavor and basic rules of the original, and any adventure written previously for the Original Set should be equally at home with the Advanced Set. The only difference is the players have a lot more options available to them. The Original Set is neither reduced nor outdated by this product, and will remain as an introduction to Role-Playing, the starting point from which this only offers new frontiers and options.

This new book provides a lot of options. New combat tactics, including blindsiding, shockwaves, and the ever-loving fastball special. New equipment, new weapons, and new vehicles. New ways for the characters to spend their money, New things to build. A lot of new Powers, and more information on the old ones,

All in all, there is enough in here to give you, the players, a new lease on your super-heroic lives, and enough ideas to keep you, the Judge, hopping. Of course, the Judge's Book contains a similar amount of information on how to handle the players. Fair is fair.

As noted above, this book comes from the thoughts, comments, and input of a number of sources. Kim Eastland developed the magic system in the form which you see here and beyond, Jerry Epperson provided the basis for the section on building and invention. David E. Martin provided the ideas for Plant Control. The Turning Page and Polaris Comics gave us help with support materials, Chris Mortika supplied us with one of our favorite sections — and least-known super-heroes, Kate Novak, Roger Moore, Joe Karpierz, Dave Collins, Ed Sollers, Steve Winter, and Harold Johnson provided feedback in an incredibly short time. Margie Neville and Peter Sanderson of Marvel Comics Group provided review, comment, and official approval. Most of the Mighty Marvel bullpen fielded questions ranging from the mundane to the bizarre. Karen, Jeff, Dennis, Diesel, Colleen and Betty slaved away through the long hours to convert the original manuscript into a readable, presentable form,

And most important of all, thanks to those who have sent comments and questions, wrote long epistles, and button-holed me at conventions, who offered support and ideas and started me thinking on this project in the first place. A special thanks to you. This is the result of your effort and input as much as mine, The MARVEL SUPER HEROES Role-Playing Game is a growing entity, a game that should continue to grow as long as people are interested in telling the tales of their favorite heroes.

This is the next step in that growth.

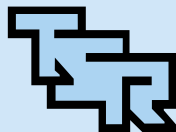
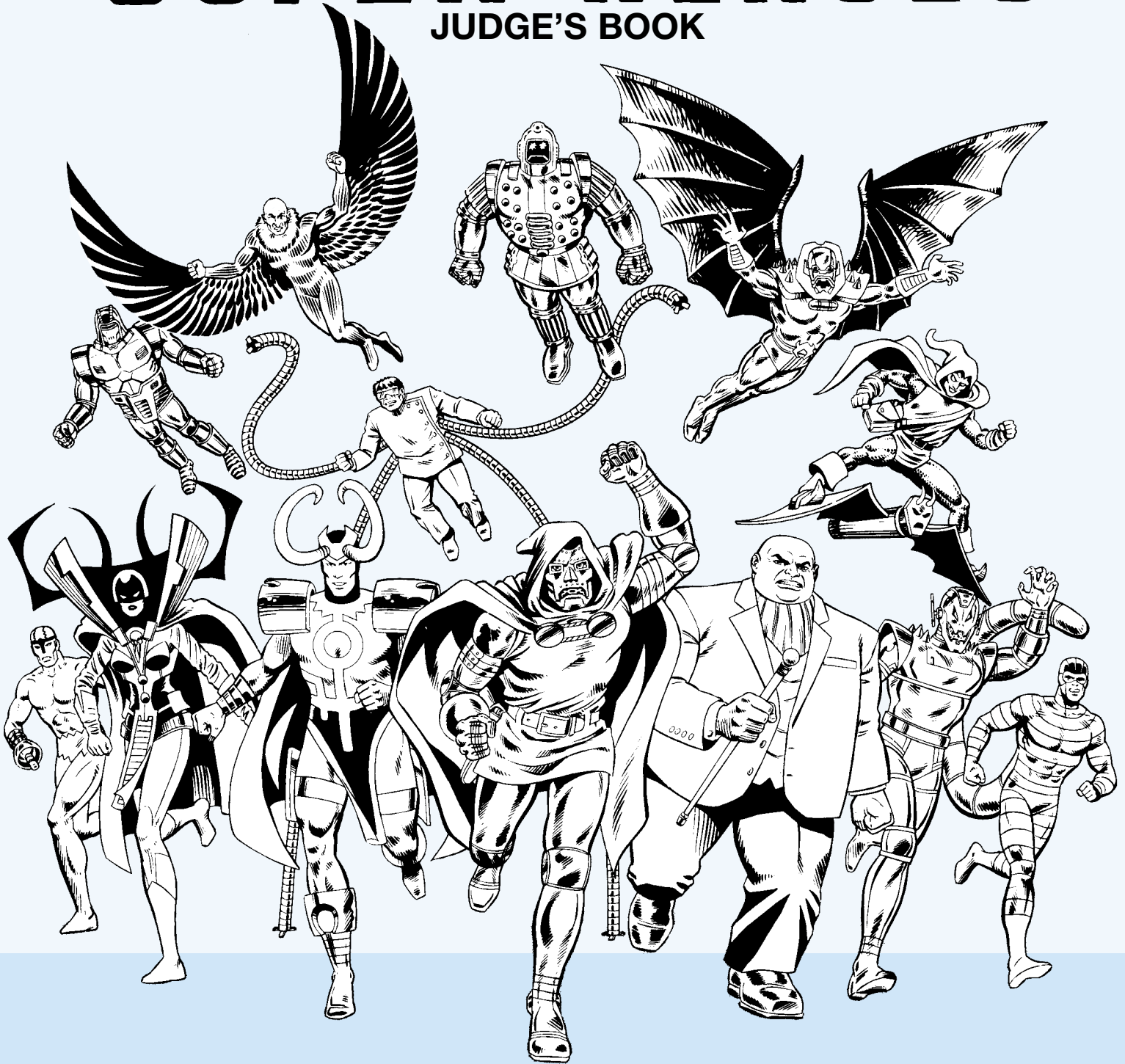


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10 March, 1986

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MARVEL SUPER HEROES

JUDGE'S BOOK



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1: WHAT IS A JUDGE?



Any role-playing game, adventure, or store-bought module or accessory is only as good as the Judge that uses it. The Judge is the key to the entire operation; without him (or her, for there are excellent judges of both genders), the best RPG in the world becomes no more than interesting reading.

So, what is a Judge? A Judge is the stage-setter, the tale-teller, the mediator, and the narrator. The Judge fills in the background, describes what the player characters see, and operates the non-player characters, ranging from ultimate menaces to the universe to small-time crooks to innocent bystanders to other heroes and forces of the law. The Judge decides if a character's action is successful or if a villain escapes. The Judge provides the challenges for the heroes and the information that lets them triumph.

To say that the Judge works against the players, since he (or she) runs the bad guys, is misleading and downright wrong. Rather, the Judge works with the players to produce a pleasing, entertaining tale that can be related later with a smile ("Hey, remember the time I had Teflon Kid and challenged Spider-Man to a duel?").

Entertainment is the key. The Judge and players, working together, produce the script for their own comic book. Together, Judge and players produce a final product worth talking about.

The specific roles of the Judge are:

- Describe the situation to players, from the player-characters' viewpoint.

- Answer the player's questions and clarify statements.
- Role-play the various non-player characters (NPCs) the player-characters encounter.
- Handle game mechanics.
- Make rulings when called upon in game situations.

Describe situations: The Judge is the eyes, ears, and other senses of the players. The Judge tells the players what they see *from the viewpoint of the characters*. If a hero walks by a bank in the middle of a hold-up the Judge might say, "You see a brown sedan in front of the Last National Bank, its engine running. Looking through the plate glass window into the bank, you see a pair of men in stocking masks with handguns making an illegal withdrawal. The bank patrons are lying on the floor." From the players' viewpoint, a third robber just inside the door is not visible, so the Judge makes no mention of him until the player-character is in a position to sense him (or the third robber makes himself known by attacking the hero).

Answer questions and clarify statements: In any described situation, there will always be questions. It's the nature of the game for players to try to gather as much information as possible because it a) gives them the best chance to understand the situation and react accordingly, and b) it eats up time until they or their comrades can come up with an idea to handle the situation. With both of these practices in mind, the best type of answers to give are clear and brief, again, based upon what the characters in the

game can see. In the above example, the player may ask "Do I see any other robbers in the bank?" The Judge would respond, "None that you can see." Such literal answers have the dual purpose of creating the illusion of reality (the players are not omnipotent) and driving the players crazy (the players are not omnipotent). As a rule of thumb, if a player looks for exact details, changes position to gather more information, or asks more than three general questions, the Judge can rule that that character's action for that round is observing and go to the next round.

Role-Play the NPCs: A non-player-character is any character not controlled by the players. This includes all the bad guys, as well as the innocent bystanders, the forces of the law, animals, and other heroes as well. In role-playing the NPCs, the Judge gets a chance to do a little play-acting, so have fun. Use different voices and accents, try to sound like the character you are portraying (be it Doctor Doom or the Irish Chief o' Police). Voice can transmit clues as well as anything else.

Often the decisions of the NPCs are determined by die rolls, particularly in the case of Popularity FEATs. Work these results into your character. If a character has been Friendly to the players throughout the adventure, and suddenly gets a bad die roll, that character does not suddenly become Hostile (in most circumstances). The character would like to help, but does not know the information, cannot give it out, is uninterested, has a pressing engagement, or simply changes the subject.

Finally, when role-playing NPCs, use the same approach for what they know as for what the players know. Their information is limited as well. A low-level flunky might not know exactly what Doctor Octopus is up to and no matter what prodding the players bring to bear he cannot reveal more.

Handle Mechanics: The Judge runs the combats, determines what everyone is doing in a single round, and handles the attacks for the NPCs. The Judge also determines what FEAT rolls need to be made at which time. The standard mechanics that are the Judge's province are handled in the next section.

Make Rulings: This is the hardest of the Judge's jobs, since there will always be decisions where the Judge must make a judgment call, where the rules could permit either of two results. Whether actions are

JUDGING SITUATIONS

possible, whether a character can attempt a Power stunt, what type of result is required, whether a character can add a Power, Talent, or Contact, all are judgment calls the Judge must make in ordinary play. The thing about such calls is that what you allow and do not allow is up to you. You can have a "wa-hoo" campaign with every character performing all manner of Power stunts, or a hard, gritty game where character interaction is supreme and characters do not try to use their Powers in new and strange ways.

The other thing about making such rulings is that the Judge should be fairly conversant in the rules. The Judge does not have to be an absolute expert in all manner of Powers, but should be knowledgeable about what they do (especially the ones the players control). Being able to find the rule you are looking for in the books is more important than remembering the rule verbatim. The players will quickly become absolute experts on their characters' Powers, and, in the case of those running denizens of the Marvel Universe, will acquire examples of their characters pulling off some incredible Power stunt or another.

While there will be self-appointed experts on all manner of Powers, there will also be those playing the game who have read just enough to know what is going on, and enjoy playing the game. This is the other reason the judge should be aware of his ruleset—not every player will inform the Judge of what he or she can and cannot do, until (perhaps) after the fact. Being aware of your players' potential and how it affects your campaign is critically important.

Judging Situations

Judging and Character Situations

The first "hurdle" for a Judge is when the players begin to design their own characters. For first-time Judges it is recommended that pre-generated characters chosen from those listed on cards be used. After a few encounters to give you a feel for the game, give your players the option of creating their own heroes.

Creating generated characters is fairly straight-forward. The Judge is called into the process when dealing with limitations.

Limitations are a method of controlling a powerful or enhanced Power in the player character's hands. Pre-generated

characters already have their limitations stated in their character descriptions (for example, Nightcrawler's "Blending" Power only functions in dark locations). Suggested limitations, and the maximum rank to which a Power should be raised by these limitations, are detailed on page 9 of the Players' Book.

In general, when assigning limitations, the Judge should think of them as difficult but not impossible. Wall-crawling that only works in deep space is nearly useless to the player with that Power, in particular if the player is creating a character for an urban-style campaign. Use the limitations to form the tenor of your own campaign, and to prevent Powers that are too strong from upsetting the balance.

If a player is raising a Power by accepting limitations, the player may reject the Judge's limitation and choose to have his Power at the original unenhanced level (no second chances). A player may not so reject a limitation when the limitation is called for by the Power. Powers that require limitations are generally more powerful than most. The Judge should set the restriction according to the initial Power rank of the limitation-requiring power. (This is a case where taking a Power at a relatively low rank—with a minor limitation—and increasing it through experience is in the player's best interest.)

To determine the limitations on a character attempting to raise multiple Powers with a single limitation, take the highest maximum rank and raise it by +1CS for each additional Power being raised to determine a suitable limitation. If a character had three Powers, the highest of which would be raised one rank to Excellent, but wishes to raise all three Powers by a limitation, then the Judge would look under the Maximum of Incredible table for suitable limitations.

Judge's Option: If most or all of a character's super-human Powers are combined under a single limitation, the Judge may assign as a limitation the Power Alter Ego. How can an Alter Ego, defined as a Power, be a limitation? In this case the Judge controls the transformation from the Alter Ego to the hero and vice versa, either by some action, word, deed, or situation. In addition, there may be unique situations (such as exposure to exotic radiation, or being struck by lightning) that may force a transformation from hero to alter ego involuntarily. The player may negate these effects by "purchasing" the Alter Ego Power at the level equal to the maximum of the

modified Powers.

Character Modeling: Modeled characters are probably the most difficult to create, because they are a joint project between the Judge and the player. Either the player has some favorite hero that has not been covered, or has created one of his own with Powers beyond the bounds of those covered in this text.

As noted in the Players' Book, the player can "set" the abilities of a hero by checking the character's abilities against those of the characters and descriptions listed in the Power Roster Tables. The Power Rosters are a guideline only.

For characters native to the Marvel Universe, this table is fairly complete. Just about everyone has fought everyone else in the Marvel Universe, so a good idea of comparative strengths and weaknesses has already been established. For completely original characters, no such history of their actions exists. As a recommendation to Judges, be prepared to knock down the initial abilities of these "new" characters by one rank each. This is for no reason other than to provide some growth for the character in the campaign.

Powers for modeled characters may be similar to those listed in the Players' Book, derived from those Powers, or similar to Powers that are noted specially for particular Marvel Super Heroes. Totally original Powers may be developed, but it is highly recommended that such Powers have a limitation equal to the initial Power rank +1CS.

Finally, modeled characters should have their initial Karma and Health set as pre-generated characters if they have a "track record" in the Marvel Universe (even so brief a one as the Osprey). If a modeled character is completely new to the Marvel Universe, set initial ability scores at the minimum values, as for generated characters (with the equivalent lowering of Health and Karma).

FEATS and Intensities

The success of character actions is based on the FEAT roll. A player may be trying for a green, yellow, or red result on a particular FEAT to determine success. What color is needed is determined by the Intensity of the FEAT. So who determines the Intensity?

Power Rosters

Fighting

Rank	Description	Examples
FB	No training or ability	Children Elderly
PR	Normal human ability	Professor X Mastermind
TYI	Minimal training or natural ability	Vindicator Dr. Octopus
GD	Some formal training	Captain Marvel Hawkeye Police Officers
EX	Regular, formal training	Cyclops Nightcrawler
RM	Superior talent	Spider-Man She-Hulk
IN	Superior talent with training	Nick Fury Wolverine
AM	Maximum human potential	Captain America Silver Surfer
MN	Super-human maximum potential	Galactus Mephisto
UN	Super-human with intensive training	Thor Hercules

Agility

FB	Physically limited	Disabled Elderly
PR	Clumsy, inaccurate	Children
TY	Normal human reactions	Mister Fantastic Baron Mordo
GD	Some training in dexterity and accuracy	Colossus Invisible Woman
EX	Intensive training in dexterity and/or accuracy	Captain Marvel Cyclops
RM	Olympic athlete	Hawkeye Iron Man
IN	Olympic gymnast	Captain America Daredevil
AM	Super-human sense of dexterity or accuracy	Nightcrawler Spider-Man
MN	Super-human sense of dexterity and accuracy	Silver Surfer Mephisto
UN	Movement and reactions in a flash, rarely misses	Odin Celestials

Strength

FB	Able to press up to 50 lbs.	Children Elderly
PR	Able to press up to 100 lbs.	Normal humans Mastermind
TY	Able to press up to 200 lbs.	Doctor Strange Invisible Woman
GD	Able to press up to 400 lbs.	Daredevil Human Torch
EX	Able to press up to 800 lbs. Maximum human ability	Captain America
RM	Able to press up to 2000 lbs(1 ton)	Beast Doctor Doom
IN	Able to press up to 10 tons	Iron Man Spider-Man
AM	Able to press up to 50 tons	Rogue Electro

MN	Able to press up to 80 tons	Thing She-Hulk
UN	Able to press up to 100+ tons	Hulk Thor

Endurance

FB	Reduced or impaired ability	Elderly Disabled
PR	Minimal ability or exercise	Children
TY	Occasional exercise	Normal humans
GD	Moderate exercise	Black Knight Mockingbird
EX	Regular exercise	Daredevil Human Torch
RM	Intensive exercise	Captain America Cyclops
IN	Enhanced abilities	Spider-Man Doctor Doom
AM	Enhanced and trained abilities	She-Hulk Loki
MN	Rarely tires, great fortitude	Hulk Thing
UN	Never tires	Silver Surfer Thor

Reason

FB	Couch potato. Good grasp of native language, simple machines	Hulk Klaw
PR	Limited exposure to technology, understands complex machines	Aurora
TY	Operate 1980's technology	Captain Marvel Daredevil
GD	Repair and install 1980's technology, comprehend terran languages	Captain America Doctor Strange
EX	Modify existing 1980's technology	Beast Box
RM	Understand advanced 1980's technology including computer/circuitry design	Shadowcat Vulture
IN	Understand non-terran technologies	Iron Man Professor X
AM	Create leading-edge technologies, such as stardrive or time travel	Mister Fantastic Doctor Doom
MN	Improve and modify advanced alien technologies	Mephisto
UN	In effect, IS an alien technology	Watcher

Intuition

FB	Unaware of surroundings, limited or impaired senses	Man-Thing
PR	A little slow on the uptake	Iceman
TY	Normal human levels	Black Knight Angel
GD	Above average intuition	Captain Marvel Human Torch
EX	Fine eye for detail	Nick Fury Mister Fantastic
RM	Detective skills or background	Cyclops Spider-Man

IN	Strong empathic sense; gut feeling	Captain America Doctor Doom
AM	In tune with all surroundings, strong hunches in regard to subjects	Professor X
MN	Senses beyond all normal limitations	Daredevil Wolverine
UN	In touch with universe, cannot be blindsided	Watcher

Psyche

FB	Easily dominated or programmed	Dreadnought
PR	Young, untrained, or hampered in sense of will	Rogue Aurora
TY	Normal human willpower	Captain Marvel Human Torch
GD	Resist ordinary mesmerism	Captain America Daredevil
EX	Some experience with mental control and/or mystic forces	Beast Nightcrawler
RM	Trained in resisting outside will-dominating forces	Hulk Mister Fantastic
IN	Highly trained, or possessing great strength of will	Spider-Man Wolverine
AM	Indomitable willpower	Marvel Girl Doctor Doom
MN	Intense training in mental powers, experience in wielding those powers	Professor X Loki
UN	A closed mind, practically uncontrollable by outside means	Doctor Strange Mephisto

Resources

FB	Reduced circumstances, unemployed, on Social Security or allowance	Aunt May Power Pack
----	--------------------------------------------------------------------	------------------------

PR	Freelance, poor credit risk, lower middle class, students	Spider-Man Daredevil
TY	Salaried employment, middle class	Iceman Ben Urich
GD	Professional employment, middle class	Doctor Strange Foggy Nelson
EX	Small inheritance, small business, upper middle class, Avenger's stipend	Box Captain America Tony Stark Circuits Maximus
RM	Large business or chain of businesses, established trust fund, upper class	Angel Wasp TSR, Inc. Williams Electronics Cordco
IN	Standard corporation, millionaire	Kingpin Stark/Stane International Fantastic Four, Inc. Brand Corporation
AM	Large corporation, small country	Doctor Doom Mandarin A.I.M.
MN	Multi-national corporation, government branch or military of major country, billionaire	Annihilus Roxxon S.H.I.E.L.D. Great Britain
UN	Major country, mega-corporation	United States Soviet Union
CL	1000+ Extra-dimensional realm, galactic empire or entity	Shi'ar Asgard Galactus

* These organizations are either out of business or under uncertain ownership and are included as examples.

The Judge does.

Standard Intensities and the abilities to which they apply are listed on the Intensities Table. These are the basics, the default conditions, of these various objects and situations. If the ability of the character is of a higher rank (not rank number) than the Intensity, a green or better result indicates success. If the ability of the character is of equal rank of the Intensity, a yellow result or better is needed. If the Intensity is greater than the ability or Power, then a red result is needed. There can be Automatic FEATs and Impossible FEATs as well.

Determining Automatic and Impossible FEATs: The Players' rules state that a FEAT can be considered Automatic if the Intensity is three ranks lower than the Ability being checked, and Impossible if the Intensity is more than one rank above the one being checked. This is a general rule for handling FEATs, though the Judge may bend it at his discretion. A Judge may ask for a FEAT roll for Automatic actions, or permit a FEAT for impossible actions under limited circumstances:

- If time is of vital import to an automatic action being permitted.
- If the action being impossible would result in certain death of the character.

Example: If a hero had an Intuition of Monstrous, finding a hidden passage would be automatic. But, since time is of the import, the Judge can call for an Intuition FEAT, with failure indicating the door is found next round. Similarly, if the entrance to the room is suddenly sealed and the room fills with toxic gas, such that the only way for the player to survive is to find the hidden door, the Judge may permit a FEAT roll to find the door even though the hero's intuition may be Typical or less, making the FEAT impossible.

This brings up one of the basic guidelines of Judges: "Give the Players an Even Break." This is not to say the Judge should give them what they want on a silver platter—they have to work (and spend Karma) for it, only that situations will exist where the Judge may have to permit them attempts to survive. What happens in a situation which is unprepared or uncalled for, such as Spider-Man wall-crawling on a rain-lashed steel surface, or an invisible character being pursued by heat-tracing devices? At this

point the Judge has to wing it.

As Judge, first determine in your mind what that FEAT Intensity should be, without regard to the abilities of the character making that FEAT. A rain-lashed surface would be a bit more slick than a normal steel surface listed as Good in the Intensity tables and under wall-crawling), but less slick than a surface coated with oil (Remarkable). Hazardous a guess, the FEAT Intensity might be Excellent. In the second case, unless the character can Power stunt into the range of heat radiation, the missiles will find the invisible hero. If the hero tries to Power stunt, he may have a Power rank -1CS chance of evading the missiles.

In cases where there is too much information missing, go to a "default condition." This is the last resort of Intensities, and states that, if the Intensity is unknown and likely unknowable, the Intensity of the FEAT is equal to the ability of the character trying to make the FEAT. In other words, a yellow FEAT roll result is needed for success. Since most *important* Intensities are usually determined in advance by the Judge or in the adventure itself, this "default condition" helps to

speed play while not slowing down the players. (Of course, there is no rule saying you have to tell the players it is a default condition — this is merely a shortcut you can use.)

Judging Combat

The greatest amount of judging involves conflict, in particular with the player-characters on one side and the Judge-controlled NPCs on the other. The basic format for battling is laid out in the Players' section, but bears repeating here:

- 1) The Judge determines actions.
- 2) The Players determine and state actions.
- 3) Initiative is rolled.
- 4) Pre-Action rolls are made.
- 5) Actions of the side that has initiative are made and resolved.
- 6) Actions of the side that lost initiative are made and resolved.

When the Judge determines the actions of the characters he controls, he is effectively role-playing those characters. As such, the Judge's actions are limited to what those characters may know or see. The Judge may know that Spider-Man is hanging directly above the head crook in the shadows of the warehouse, but since the head crook does not know this, said crook could not act on this knowledge until the player running Spider-Man does something to bring attention to himself.

The Judge mentally commits to his action before asking the players what their characters are doing. The Judge can write down the actions if he wishes, either as a reminder of special actions the characters should perform or to keep track of character actions in long, multi-character battles. The Judge should not change his mind after committing, even if the Players pull some trick that destroys the villain's plans. The simple fact is that the Judge holds most of the cards, and has a large supply of bad guys, challenges, and troubles with which to besiege the heroes.

There will be situations where the players may grab initiative and likely negate or foil the bad guys' actions. In this case, the Judge may check to change actions in the Pre-action section of the turn. Such changes are always Agility FEATs, with the limitations as for player-characters noted in the Players' section. Any change of actions requires a yellow FEAT, and any actions in that remaining turn are at -1CS, whether or not the action was changed.

Example: Turk (NPC) and Daredevil (PC) are in a fight in a barroom. There is a gun lying on the floor. You (the Judge) decide Turk (the character you control) should make a dive for the gun. The Daredevil player decides to kick the loose gun away and tells you so. The Daredevil player grabs initiative. Daredevil will likely kick the gun away before Turk reaches it, so it is time to reexamine Turk's options. Using Daredevil's distraction to dive for cover sounds like a good idea. Make a yellow Agility FEAT for Turk. Success indicates the attempt to change his action is successful, and Turk can try to dive behind a table (Agility FEAT at -1CS). Failure indicates that Turk dove for the gun, which was kicked away by Daredevil. Turk is flat on the floor in front of Daredevil, and -1CS on any actions he takes that round. At the start of next round Turk no longer has the -1CS, but you, the Judge, should decide Turk's action in this situation.

If, in the above example, the Judge determined to go ahead with Turk trying for the gun, on the off chance that Daredevil might miss the kick, no penalty would apply, though if the gun were kicked away Turk would be in the same general position as if he tried and failed (on the floor in front of Daredevil).

The Pre-Action part of the turn is when certain actions may occur that are not controlled by initiative. These include timed devices, such as bombs exploding, trap doors opening, and timed bank vaults unlocking. These actions can occur here because they may catch the villains and heroes alike off-guard, negating their actions for a round.

Column Shifts in combat: The Column Shift Table summarizes the various factors that may shift the column in combat. Column Shifts may be applied to hits, to damage, or to all FEATs.

Column shifts that affect hits shift the results column used to the right or left, depending on whether the shift is positive or negative. An attack using Amazing Agility that receives a +1CS will be resolved on the Monstrous column instead. Make all column shifts before the dice are rolled.

Column shifts that affect damage alter the amount of damage inflicted depending on whether the shift was to the right (positive CS) or to the left (negative CS). A positive CS to damage raises the damage to the lowest rank number in the applicable rank range. An attack inflicting Excellent (17) damage that gets a +1CS to damage is

raised to Remarkable (26), one of Poor (4) raised +2CS is Good (8)). A negative CS to damage lowers the damage to the standard rank number of the rank below. (An attack of Excellent (17) damage that gets a -1CS to damage inflicts Good (10) damage.)

Column shifts that affect all FEAT rolls affect all FEATs in the noted round. Damage is not a FEAT roll, so it is not affected, but Endurance FEATs, defensive FEATs, and any Power stunts are.

Special Situations in Combat: The table also lists certain situations where external factors may affect the combat situation.

Dancing in the Dark: There are two types of darkness — Night and Dark. A Night situation is a reduction of available light, though light sources exist (city lights, the moon, the stars), while a Dark situation is one involving the elimination or total reduction of light (in a cavern or windowless building with the lights out, an overcast night in the country).

Night is considered Typical Intensity darkness for FEAT rolls. Maximum sight range is 5 areas, so weapons and Powers may not be fired beyond that range. Firing in darkness is done at -1CS, though normal melee combat may take place.

Dark conditions are considered Excellent Intensity darkness unless stated otherwise (by Darkness Generation Powers, for example). Normal sight is limited to the immediate area of the character (about 2 feet). All FEAT rolls are -2CS when in Dark conditions, including combat and use of Powers.

Combat and Weather: Atmospheric conditions may also affect fighting, as noted in the cases below. For intensities, see the Intensity Table.

Fog: Fog reduces normal sight to 1 area. Those firing weapons, using distance Powers, or throwing objects receive a -1CS penalty for fighting in fog.

Rain: Firing objects, using distance Powers, or throwing objects receives a -1CS penalty. A heavy rain extends this penalty to all FEATs. Rains slicken normal surfaces, so FEATs involving climbing or wall-crawling and control FEATs for vehicles are at -1CS.

Heat: High temperatures reduce the fighting effectiveness of those involved. A

Intensity Tables

Fighting FEATs

Making 2 attacks/round	Remarkable intensity
Making 2 attacks/round	Amazing intensity

Agility FEATs

Catching a falling object	Feeble intensity
Walking a balance beam	Good intensity
Using a dodge maneuver against bullets	Excellent intensity
Catching thrown objects	
Walking a tightrope	Remarkable intensity
Attempting to dodge bursts of bullets	Incredible intensity
Catching arrows in flight	Amazing intensity
Dodging laser fire of energy weapons	Monstrous intensity
Catching bullets in flight	Unearthly intensity

Strength FEATs

Lifting up to 50 lbs.	Feeble intensity
Lifting 51-100 lbs.	Poor intensity
Lifting 101-200 lbs.	Typical intensity
Lifting 201-400 lbs.	Good intensity
Lifting 401-800 lbs.	Excellent intensity
Lifting 801-2000 lbs. (1 ton)	Remarkable intensity
Lifting 1-10 tons	Incredible intensity
Lifting 10-50 tons	Amazing intensity
Lifting 50-80 tons	Monstrous intensity
Lifting 80-100 tons	Unearthly intensity
Lifting 100+ tons	Shift X intensity

Endurance FEATs

Air pollution alert	Feeble intensity
Tear gas	Typical intensity
Snake venom	Good intensity
Spider venom	Excellent intensity
Exposure to vacuum	Unearthly intensity

Reason FEATs

Simple machines	Feeble intensity
Complex machines	Poor intensity
Communication by gestures	
Appliances	Typical intensity
Simple Electronics	Good intensity
Common Vehicles	Excellent intensity
Computer design and programming	Remarkable intensity
Ability-modifying devices	Incredible intensity
Stardrive, Time Travel	Amazing intensity
Teleportation	Monstrous intensity

Intuition FEATs

Obvious items (number of people present, condition of room)	Poor intensity
Detail work (position of objects, things missing or added)	Excellent intensity
Discovering "typical" hidden door or secret passage	Excellent intensity
Sense "wrongness" about an area, person, or object	Incredible intensity
Sense presence of others that may be hidden, concealed, invisible, or astral	Monstrous intensity

Psyche FEATs

Intensity of standard hypnosis and mesmerism	Good intensity
Intensity of standard mind control devices	Remarkable intensity
Intensity of standard terran magic	Incredible intensity
Intensity of standard Asgardian magic	Monstrous Intensity

Other Intensities

A single match	Feeble intensity
Campfire	Poor intensity
Burning room	Typical intensity
Burning house	Excellent intensity
Burning warehouse and supplies	Remarkable intensity
Burning non-explosive chemicals	Incredible intensity
Inside of a blast furnace	Amazing intensity
Burning explosive chemicals	Monstrous intensity
Interior of a volcano	Unearthly intensity
Surface of a star	Class 1000 intensity
Common Cold	Feeble intensity
Common Flu	Good intensity

Radiation, Ancient A-bomb blast	Feeble intensity
Radiation, Recent A-bomb blast	Excellent intensity
Interior of an active nuclear reactor	Amazing intensity
Radiation of a vial of plutonium	Incredible intensity
Radiation of A-bomb blast	Monstrous intensity
Slickness of ordinary concrete	
Slickness of ordinary brickwork	Feeble intensity
Slickness of glass and steel	Typical intensity
Slickness of polished steel alloys	Good intensity
Slickness of surface covered with ice	Excellent intensity
Slickness of surface covered with oil	Remarkable intensity
Slickness of non-stick surfaces	Incredible intensity
Slickness of frictionless surfaces	Class 1000 intensity
Darkness under night conditions	Typical Intensity
Darkness under dark conditions	Excellent intensity
Darkness under "typical" Darkforce	Remarkable intensity
Vision through normal fog	Typical intensity
Effects of normal rainshower	Good Intensity
Effects of normal thundershower	Remarkable intensity
Effects of normal thunderstorm	Incredible intensity
Effects of high winds	Incredible intensity
Effects of normal tornado	Amazing intensity
Effects of normal hurricane	Unearthly intensity
Heat, 90 degrees F	Good intensity
Heat, 120 degrees F	Excellent Intensity
Heat, 150 degrees F	Remarkable intensity
Cold, 30 degrees F	Good intensity
Cold, 0 degrees F	Excellent Intensity
Cold, -30 degrees F	Remarkable intensity
Cold, interplanetary space	Monstrous intensity
Corrosive, mild acid	Good intensity
Corrosive, standard acid	Excellent intensity
Corrosive, concentrated acid	Incredible+ intensity
Stunning, ordinary house current	Excellent intensity
Stunning, "typical" protection devices	Remarkable intensity
Stunning, Lightning bolts	Incredible intensity
Stunning, High tension wires	Amazing intensity

Column Shift Table Modifiers to Hit

These are organized from negative CS to positive CS, in ascending order.

If target dodges successfully	-2CS, -4CS, or -6CS
For multiple attacks on a single roll	-4CS
Target moving faster than 10 areas/round	-4CS
Agility attacks in Melee	-3CS
Target less than 1/4-inch tall	-3CS
Target between 1/4-inch and 1 inch tall	-2CS
Shooting through objects to hit target	-2CS
Target moving between 5 and 10 areas/round	-2CS
Target between 1 and 6 inches tall	-1CS
With any weapon beyond 1 area	-1CS
With any power beyond maximum range	-1CS
Target moving up to 5 areas/round	-1CS
Underwater	-1CS
Distance attacks in rain	-1CS
Firing bow without Bow skill	-1CS
Distance attacks in night conditions	-1CS
Distance attacks in fog conditions	-1CS
Charging attack, moving 1, 2, or 3 areas before striking	+1, +2, or +3CS
1 round after successful evasion	+1CS or +2CS
Catching attempt that gets "miss" result	+1CS
Target between 7 and 16 feet tall	+1CS
Target between 17 and 22 feet tall	+2CS
Target over 22 feet tall	+3CS
Opponent Held or Partially Held	+1CS
Attack by ambush	+1CS
Aiming attack	+1CS
Shooting attack with Gun skill	+1CS
Thrown weapon with Thrown Weapon skill	+1CS
Firing Bow with Bow skill	+1CS
Bult weapon attack with Blunt Weapon Skill	+1CS

Sharp weapon attack with Sharp Weapon Skill	+1CS
Oriental weapon attack with Oriental Skill	+1CS
Shooting or Thrown attack with Marksmanship Skill	+1CS
Melee weapon attack with Weapons Master Skill	+1CS
Slugfest attack with Martial Arts B skill	+1CS
Grappling attack with Martial Arts C skill	+1CS
Thrown object attack with Thrown Objects Skill	+1CS
Blindsiding attack	+2CS
Luring target	+2CS
Specialized weapon attack	+2CS
Grappling attack with Wrestling skill	+2CS
Point Blank range	+3CS
Flying character who is Diving	+4CS

Modifiers to Damage

Successful Block	-6CS, -4CS, or -2CS
Flames up to 2 areas away	-6CS
Flames up to 1 area away	-3CS
Attacks in Cold (-0) weather	-1CS
Weapon's material strength greater than character's Strength	+1CS
Unsuccessful Block	+1CS
Specific attacks against Enhanced Senses	+1CS

Modifiers to FEAT Rolls

Unsuccessful multiple combat actions attempt	-3CS
Character at less than full Endurance	-2CS
Dark conditions	-2CS
When in partial hold	-2CS
When Dodging	-2CS
Successful multiple combat actions attempt	-1CS
In Hot (90+ degrees) weather	-1CS
In Cold (-0 degrees) weather	-1CS
Aided by character of similar power	+1CS



temperature over 90 degrees Fahrenheit, or Good Intensity, results in a -1CS for all FEATs. Higher heats may result in those in the area checking every 10 rounds to avoid heat prostration if the Intensity of the Heat is greater than the Endurance of the character.

Cold: Similarly, cold temperatures affect fighting ability. For temperatures below 0 degrees Fahrenheit (Good Intensity), all FEATs and damage are at -1CS. Material strengths are also reduced by one rank due to cold (except for ice, of course).

Underwater Combat: Battle underwater reduces thrown objects by half range, and missile weapons are useless unless specifically designed to operate underwater. Powers operate at half range as well. Melee combat occurs as for Flight (more info in Players section), with all limitations, and at -1CS to hit. Characters with Water Breathing or Swimming Power are not limited in fighting and performing actions underwater, and may act normally.

Combat in space and zero gravity: Zero gravity situations place their own restrictions on combat. All missile attacks and thrown objects have line of sight range. Any character may be stunned or slammed in zero-g. Certain characters can survive in deep space for extended periods of time, not requiring to eat or breathe. Others must deal with Monstrous Intensity cold and total lack of air in space.

Judging Combat Results — Staggers, Slams, and Great Slams: Several results on the Battle Effects Table refer to the chance of Staggering or Slamming an opponent, or bestowing upon the character a Great Slam result. In these cases, if damage was inflicted, the attacker gets to choose the direction of the stagger, slam or great slam. Naturally the Judge may wish to not slam his player-characters into walls every time they get into combat. so the Judge can use the table below to determine direction of such attacks:

Roll 1d10	Direction
1-2	Straight back
3-4	Back and right
5-6	Back and left
7	Straight right
8	Straight left
9	Straight up
10	Straight down

Directions are taken from the target's point of view. Straight back means the direction the character came from or the direction

the character was facing away from. Straight right and left are at 90 degrees to that position, Back left and Back right are 45 degrees to that position. Straight up and Straight down are just what they sound like. Characters may take additional damage for charging into walls and other obstructions at high velocity, but do not take damage for being knocked through the floor in a "straight down" result. If the force of the blow is insufficient to knock a character through the floor, the character is Staggered instead.

Ranged Weapons — Unintended Targets: A missile weapon that misses its intended target does not generally evaporate, but continues on its intended course to the limits of its range. Similarly, if a hero or villain fires into a melee. missing one target does not guarantee missing other targets. For this reason. the Judge may use the Unintended Target rules.

When firing into a melee (group of characters fighting, grappling, or in close contact with each other), if a ranged attack misses the original target, the Judge should check other adjacent targets for a hit. The check may be made in any order available for adjacent characters, but any potential targets among those Friendly to the firer should come first, and then others. These rolls are made at -2CS to hit (as the original firer was not aiming at them).

Example: Spider-Man is engaged in wrestling combat with three goons and the Fabulous Frog-Man. an "ally" of the web-slinger. A fourth goon fires a handgun into this melee aiming at Spider-Man. The shot misses. The Judge then checks for one of the goons (the order is up to the Judge — whoever is closest to the fourth goon, whoever is the biggest target, alphabetical order. whatever) to see if he is hit. This roll is at -2CS. A miss indicates a check for the second goon on the same result column. If a miss, then a check for the third goon. Finally, if that one misses, check to see if the bullet hits the Fabulous Frog-Man, who is not on the same side as the goon who fired the gun.

Similarly, if a missile weapon misses its target, it will continue to the limits of its range, or until it hits something. Weapons and Powers that are Line-of-sight in range diminish in potency as they travel farther, so that if such a Power or missile leaves the area of play without hitting anything. consider the missile to have caused no additional damage.

Targets in the line of fire of missile attacks are attacked if the original target is missed at -2CS to hit. Use common sense here. If the Human Torch fires a fireball at a Dreadnought standing in front of a broad side of a barn, a shot that misses the Dreadnought will likely hit the barn. No roll is needed in this case. The -2CS is determined only for small or movable targets that could possibly be missed by the blast.

In cases where stray shots hit windows, buildings, and fire hydrants, use a common sense version of the FEAT roll to determine if damage was inflicted. In general, if the damage rank of the attack was greater than the material strength rank, some damage was done. If not, no damage was done. If the two are equal. roll (if it's important) a yellow FEAT for damage.

The above paragraph notes "some damage is done." How much is some? If the situation is critical (the stray shot may puncture a pressurized tank filled with volatile chemicals), figure damage normally. If the situation is non-critical (just ripping up sections of New York in a general slugfest) assume the material is sufficiently damaged to count against the character in Bad Karma for destroying property.

Example: Cyclops fires a beam of his Excellent Intensity eye-blasts at a dodging Mastermind. The ruby beam continues up to its maximum 1 area range. then is no longer damaging. It strikes a window in that range, it will break. If the beam hits a wall of Incredible strength steel alloy, it will inflict no damage. If the beam hits a brick wall. and the strike may be critical (more than just damaging the neighborhood—say the brick wall is holding up a decaying building), check to see if the force beam knocks over the wall.

Area attack weapons (grenades, webbing, explosive devices) affect all targets in the area of the attack, friend or foe.

Judging and Healing

Ten turns after taking damage, the damaged individual regains his Endurance rank number as Recovery. For every hour after that, the individual regains his Endurance rank number as Healing (doubled if the character is undergoing bedrest or medical attention). These rates of healing and recovery are according to

JUDGING POWER STUNTS

the character's current rank number, or if that character has lost Endurance ranks, according to the rank number of the reduced value.

The Judge may handle such recovery and healing of Health in two fashions. Under the first method, the recovered Health is awarded in a block of points at the defined time. Ten turns after the damage is taken, Endurance is recovered. At precisely one hour, the Endurance rank number of Health points is healed. Being attacked by anyone one turn before the healing or recovery takes place negates the effects until another similar period of time has passed, but the hero regains Health in large blocks.

The second method states that the hero recovers as stated at the ten turn mark, but that healing occurs gradually over a period of rest (no running around, jumping off buildings, flying, or beating up agents of H.Y.D.R.A.). Under this method, merely figure the amount of time the hero has spent resting, and that amount of Health is regained.

Recovery/Healing by Resting

Fb 2 pts/hr.	1 pt/300 turns	(1/2 hr)
Pr 4 pts/hr.	1 pt/150 turns	(15 min.)
Ty 6 pts/hr.	1 pt/100 turns	(10 min.)
Gd 10 pts/hr.	1 pt/60 turns	(6 min.)
Ex 20 pts/hr.	1 pt/30 turns	(3 min.)
Rm 30 pts/hr.	1 pt/20 turns	(2 min.)
In 40 pts/hr.	1 pt/15 turns	(1 1/2 min.)
Am 50 pts/hr.	1 pt/12 turns	(72 sec.)
Mn 75 pts/hr.	1 pt/8 turns	(48 sec.)
Un 100 pts/hr.	1 pt/6 turns	(36 sec.)
ShX 150 pts/hr.	1 pt/4 turns	(24 sec.)
ShY 200 pts/hr.	1 pt/3 turns	(18 sec.)
ShZ 500 pts/hr.	1 pt/turn (avg)	(6 sec.)

Finally, note that Recovery can occur normally for a single character once per day, regardless of the number of times that character is attacked and wounded. The character may still Heal normally, but a character may only Recover from injuries once in a single 24-hour period.

Judging Power Stunts

Players are by and large as deviously creative and cunning a group of people as can be found, and the group that you as the Judge encounter will likely be better than most. As such creative and cunning souls, they will come up with as many ways to use their abilities as possible. Power stunts open a door to a wide variety of abilities and duplication of other Powers without having

those Powers. As judge, you monitor that door, and the types of stunts you permit in your campaign will in part set the tone of your campaign. The kind of campaign you assemble depends completely on your nature and that of your players.

Power stunts should not be forced on the players by the Judge; rather, they should be generated by players coming up with unique answers to dangerous situations, or experimenting with their Powers on their own.

The player comes up with a Power stunt, OKs it with the Judge, spends the Karma and tries the stunt. The question then is, how do you as the Judge determine if a Power stunt is possible?

A number of listed Powers have possible Power stunts listed as potential abilities using that Power. These are only possible stunts using these Powers, and are not "automatic" Power stunts for anyone who gains these Powers. The listed Power stunts are options available to characters with those Powers.

Players running pre-generated characters with a history in the Marvel Universe can find a listing of their most common Power stunts under those Powers. They are not limited to those stunts alone, and often in their appearances in the Marvel Universe exhibit other stunts that they may perform. As a general guideline, if a pre-generated hero has performed a Power stunt at least twice in his own book, it indicates a true manifestation of that Power stunt (as opposed to one totally due to circumstance or outside influences), and may be attempted by player characters. The type of FEAT result needed (green, yellow, or red) is determined as noted on page 17 of the Players' Book.

But what about situations outside those suggested for various random Powers or detailed in character's listings or their adventures? At this point, the Judge earns his keep and his name: he makes a judgment on whether the FEAT is possible.

This decision should be based upon the situation and what the player is trying to have his hero do. As a general rule, the effects of a Power stunt should never be of greater effect than the Power it is derived from, and will usually be of one rank lower than the Power it is derived from. The Judge must ask the question, is what the player asking reasonable?

Example: Several heroes with superior speed, like Quicksilver or Northstar, can run in a circle very quickly and generate a whirlwind as a Power stunt. Beast also has a "speed" Power that he uses to sprint for short distances; The two Powers are both Speed related, but Beast's is at a much more severe and limited rank. For Beast to try the "create a whirlwind" Power stunt would make little sense, and the Judge would reject it on that count—it does not make sense the way the character operates. A character with a more powerful speed factor might try it, but generate a less powerful column of air and as such be less successful than the two speedsters.

The above example was an "easy call:" creating a Power stunt that most characters familiar with the Beast would not try. There will be situations where it is purely a judgment call on your part. Rather than spend a lot of time weighing pros and cons (and delaying the game) to decide if a certain Power stunt is possible, use the following method to determine its possibility:

- Take the Power rank of the ability being used for the Power stunt.
- Make a FEAT roll for that stunt, privately.
- If the result is white, inform the player that the hero may try the stunt. It will not work. The 100 Karma point "price tag" is refunded to the player
- If the result is green, inform the player that the hero may try the stunt, but it will not work and he knows it. The Power stunt will not work.
- If the result is yellow, inform the player that the hero may try the stunt. Conditions exist that make it possible in this specific situation, but these conditions may not exist the next time he tries the stunt.
- If the result is red, inform the player that the hero may try the stunt. Determine the result needed as noted in Power FEATs in the Players' section.

Use the above method only when you, the Judge, are stumped or willing to give a random chance for the attempted stunt happening. If you rely on random die rolls for every possible stunt, you will end up with a random number of Power stunts working. In general, use common sense to determine if a Power stunt is possible (or even needed), and rely on the random method as a last resort.

JUDGING SPECIAL SITUATIONS

Fire and Ice

The following sections deal with particular attack forms and endangering situations, and how the Judge should handle them.

Fire: As with most other generally harmful things, fire has different Intensities according to the size and combustible material (use the Heat Intensity Table). This is the damage inflicted to those in the fire. Those up to an area away from the fire take -3CS damage, while those up to 2 areas away take -6CS damage. Force fields can resist the Heat energy, as can Body Armor (though it may make the owner of that protection uncomfortable), and in addition, there are heroes with resistance to predetermined amounts of heat and flames.

Fire spreads one area per round if there is sufficient combustible material. A fire set in a protected hearth without nearby papers to ignite is not going anywhere, while a fire in a hanger containing jet aircraft fuel has explosive results.

A fire's Intensity can be reduced by depriving it of air, cooling its heat, or depriving it of fuel. Normal fire extinguishers are of Good Intensity against fire (they reduce the fire's Intensity by 10 points) in a single area. Normal Fire Hoses have Remarkable Intensity and a range of 1 area. Other amounts of water have effects according to the amount of water used. (Thor summoning a Monstrous storm to douse the flames will have Monstrous success—he will also have a Monstrous-strength downpour on his hands.) A fire deprived of fuel burns itself out in a number of rounds equal to its intensity.

Effects of fire on a material vary according to the material in question. If the flames are lower than the material strength, the fire will not damage the material, though it will carry the heat through its substance (hence an iron bar with one end in a fire can burn someone grabbing the other end). If the flames are of a higher Intensity than the material strength, then make a FEAT roll to see if the material is "broken" (in this case burned through or melted). The material strength of a burning substance is reduced by -1CS for FEATs against it.

Ice: The effects of extreme cold on Combat are discussed in the Judging Combat section earlier. This section deals with the properties of frozen water by itself.

Ice is a Typical-strength material in thicknesses of up to 6 inches, and is +1CS

(Good Strength) for greater thicknesses. Certain Powers such as Ice and Cold Generation may produce "stronger" types of ice. This material strength is only effective against physical attacks. Against heat and fire attacks. Ice has Feeble Intensity or material strength, and, in case of ice produced by Powers or otherwise of tougher material strength, of -2CS to the listed material strength.

Example: Ice of Remarkable strength is attacked by brute force, also of Remarkable Strength. The attacker has to make a yellow Strength FEAT to break the ice. If the attacker had Remarkable Flame Powers, a green FEAT would be needed, as the material strength would be Good (Remarkable- 2CS).

Prolonged exposure to ice and cold is detrimental to the Health of the character. Those in icebound conditions may resist the cold for as many turns as their Endurance rank numbers. Past that point, make an Endurance FEAT every ten minutes against Good Intensity (greater Intensity if the characters are in colder areas. Check the Intensity Table). Failure indicates the character passes out, and has to make Endurance FEATs each round or begin to lose Endurance ranks.

Poisons and Toxins: The Intensity tables list several noted or common toxins, but the heroes may encounter other poisons in dealing with forces of evil. Poisons have an Intensity rank, and those subjected to toxin must make an Endurance FEAT against that Toxin. Failure indicates immediate unconsciousness for 1-10 rounds and loss of an Endurance rank. At the end of 1-10 turns, the hero makes a second Endurance FEAT at his lowered rank, with the effects halting if the hero makes the FEAT, and continuing to lose Endurance if the hero fails. If the hero's Endurance reaches Shift 0 as a result of toxins and poison, the character dies. Losses of Endurance from poisons override other Endurance losses (from losing all Health, or Kill results), and a character may only lose one rank of Health per round, maximum, regardless of cause. Poison damage cannot be negated by outside help unless that help has training (first aid or medicine) and available anti-toxins, but can be halted by the affected character making an Endurance FEAT.

Radioactivity: Many attack forms are radiation-based, such as some of the energy attacks of Captain Marvel and those of Radioactive Man. This has short-term

effects and inflicts its damage in one shot. Long-term radiation deals with the after-effects of atomic weapons, and conditions found around radioactive materials and inside nuclear reactors. Long-term radioactivity is a toxin, and its effects are as noted for toxins and poisons above. A check should be made once per hour after initial exposure. Chemical tags treated to detect radioactivity normally detect that of Typical Intensity or higher.

Diseases: Diseases fall into two general categories: minor diseases and major (debilitating) diseases. Minor diseases are those that have a short term and, with rest and normal healing, allow complete recovery. These include colds, influenza, and most non-fatal illnesses. If the hero is, in the Judge's opinion, susceptible to a minor disease, have that hero make an Endurance FEAT against the Intensity of the disease (most minor diseases have an Intensity of Typical—for variety, use the Ability Modifier Table to raise or lower the effects). Failure indicates the hero has a minor disease. A minor disease lasts 1-10 days, the hero feels rotten, and all FEAT rolls are at -1CS. Spending a full day resting reduces the effects by two days.

Example: Spider-Man spends an afternoon chasing Doctor Octopus through the sewers of New York in February. In the Judge's opinion, this is a good time to check for a minor disease. Spider-Man fails an Endurance FEAT. Spidey's got the flu for (roll randomly) eight days — four, if he stays in bed for two full days. During this time, all FEAT rolls are at -1CS.

Major diseases, on the other hand, are rarer, usually long-term, and often fatal. A major disease may be the result of some radical event that happened to the character, such as:

- Long-term exposure to radiation
- Exposure to carcinogenic substances
- Exposure to diseases to which the individual was previously unexposed
- Exposure to alien environments

In any case, major disease rolls should be rare, and limited to only the most extreme conditions for player-characters. (Spider-Man walking through a crashed alien ship might not merit such a check, but Spider-Man fighting the Punisher in a burning asbestos factory might.)

A major disease has a cycle of 1-10 months, during which time the character must make weekly Endurance FEATs. Failing any FEAT results in loss of one Endurance rank. If that rank drops below Feeble, the character dies. With each drop

CONTACTS AND RESOURCES

in Endurance, all FEATs performed by that individual drop by one rank as well (a two-rank Endurance loss results in -2CS on all FEATs). If the character is still alive at the end of 1-10 months, he or she will make a full recovery in 1-10 weeks. Player characters also have a Typical chance of catching a major disease (roll against Endurance).

Holding Your Breath: In a great number of situations, such as underwater, in space, or in a gas-filled room, the hero holding his or her breath is a good idea. This is obviously an Endurance FEAT, but how is it handled?

Based on what we know about automatic and impossible FEATs, here is what we come up with:

- Each round a character holds his or her breath, make an Endurance FEAT. Failure indicates the hero must breathe in the next round or pass out for 1-10 rounds (during which normal breathing will take place, if possible).
- Take the number of rounds the hero has been holding his or her breath as a rank number. The Intensity of the required FEAT is that Rank. (Holding your breath for 8 rounds is a Good Intensity FEAT.)
- More than three ranks below the hero's Endurance in Intensity is an Automatic FEAT. (A character with Remarkable Endurance can hold her breath for 4 rounds without any sweat.)
- From one to three ranks below the Hero's Endurance requires a green FEAT.
- Intensity equal to the Endurance requires a yellow FEAT. Intensity one rank greater requires a red FEAT.
- If the Intensity is more than one rank greater it is an Impossible FEAT. If the hero has been holding her breath this long, she will automatically have to breathe or suffer the consequences. (In our Remarkable example, this is 46 rounds, about 4-1/2 minutes.)

Note that sudden exposure to vacuum or submergence allows the hero to hold his or her breath, but being blindsided by a gas attack does not until the hero has resisted the effect of the gas for one round.

Drowning: A character that cannot breathe under water and can no longer hold his or her breath starts to drown. Drowning involves unconsciousness and loss of one Endurance Rank per round until Shift 0 is reached and the character dies. Characters rescued from the water in that time after

drowning starts will recover upon being removed with a successful Endurance FEAT (at the reduced level). Otherwise, a character with Medicine or First Aid Talents may revive the character.

Vacuum: Similar in effects to Drowning, save that normal functions resume once the characters are brought back into a viable atmosphere. In addition, airless space has the effect of Monstrous cold, though any kind of Force Field negates that effect on those within. See under Judging Combat in Space and Zero-Gravity.

Contacts and Resources

General Resource ranks are listed in the Power Rosters as a guidepost for character abilities. In addition, characters may have access to additional Resources through their Contacts.

The type of aid a Contact can provide depends entirely on the situation, the Contact, and the kind of aid requested. The types of aid are:

Services: Services include things like a pilot flying the characters somewhere, the doctor providing emergency surgery at the drop of a forcep, or a newsman showing up to cover a super-market opening. Services in the line of the NPC's profession are in the targets' best interest, and as such gain a +2CS for response from Contacts.

Example: The Avengers need a doctor to diagnose Sub-Mariner's fainting spells. Jarvis has a Doctor as a Contact, so in calling the doctor gains a +2CS to the FEAT. He needs a green FEAT since this is a Contact. The tainting spells are a result of the flu that's going around, and Subby should be all right provided he rests and gets plenty of fluids.

Information: One of the invaluable sources of data for the heroes is their Contacts, whether they are in the papers, the halls of government, or the street. Information allows the heroes to pick up clues and understand what is going on behind the scenes while they are out chasing bad guys.

Gathering information from Contacts is modified by column shifts as for any other Popularity FEAT. In addition, when dealing with a Contact, the type of information gained depends on the color-result of the FEAT roll.

White result—No information available
Green result—Takes 1-10 hours to discover: no or partial information available

Yellow result—Takes 1-10 hours to discover desired information

Red result—Information desired at hand

This table may be used for gathering information from individuals other than Contacts, by raising the colors required one notch for Neutral NPCs, and two notches for Unfriendly NPCs. This means the Unfriendly NPCs will at best lose your request and misfile your information, but that is how a bureaucracy works.

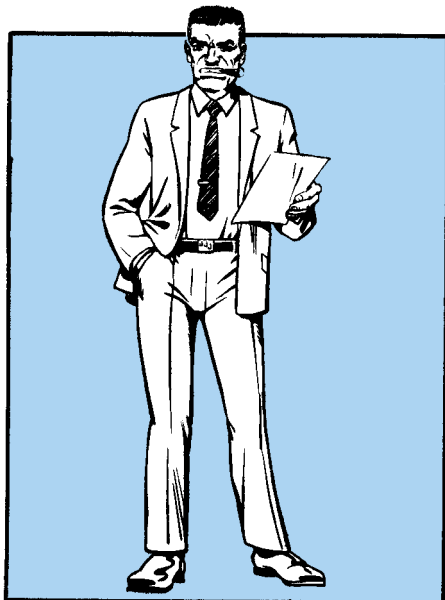
Use common sense with the table above. Common or well-known information would be available with no need to check (you don't have to roll to check time and temperature). Similarly, a Contact will only know about things limited in his field or experience. Calling up a Contact at the Daily Bugle about an invasion from the Dark Dimension may be met with disbelief (if not howls of laughter).

Equipment: This is the good stuff. Borrowing a 747 on the strength of your slightly-expired Avengers ID card. Dropping in on your old friend Nick Fury and seeing if he has a lunar lander he can spare. Checking out the Wasp's wardrobe closet for costume ideas. Getting hold of things your money can't buy and you don't have time to build.

The amount and type of equipment will vary from Contact to Contact and depend on what the player-character is after and who his Contact is in the organization. Organizations are generally able to lend out materials that cost less than their own Resource rank (use the Power Rosters as a guide). Organizations will have equipment of higher Resource rank, but this is the result of long hours and years of work. Further, any such item that exceeds the Resource rank is considered a Unique item for the purpose of column shifts. (No, you can't borrow the S.H.I.E.L.D. Helicarrier. A bunch of cockroaches blew it up, anyway.) Within these limits, the heroes may try to get as much as they can out of the organizations.

Judging Floating Contacts: A player may leave certain initial or gained Contact slots empty when first acquired, in order to fill them in later as the campaign exists. This may result in the players suddenly turning up a long-lost uncle in the military, or a friend from high school that works for the

BUILDING THINGS



Daily Bugle. In other words, a fortuitous Contact appears just as the hero needs him.

That's OK.

Developing Contacts as the game progresses adds more dimension to the characters than if the Contacts were thrust, fully formed, onto them at the start. It helps the Judge transmit information, and gives the player-character some roots in the reality of the campaign. Also, the player-characters will not generally have that many floating Contacts, so any one that is tied down is one less that will suddenly pop up at a later date.

Such "instant Contacts" should generally be at a medium level. Putting an "old friend" in Doc Ock's mob is dangerous to both the Contact and the Hero who must go in and rescue the Contact when Ock finds out. Also, any Criminal Contacts may cross up the player-characters whenever the Judge feels like it, leading them into a trap in order to clear the Contact's own neck.

If it is necessary to provide the abilities and statistics of a Contact (the Contact gets involved in a firefight), use the listed abilities under the Supporting Cast section as a guide, or, if you have the time, create a Normal Person from column 2 of the Generating Primary Abilities table. The Contact will always have the talent that the character picked him for in the first place.

Contacts and Judging: It appears that a

character can get by with a little help from his (or her) friends, and in general, Contacts should be able to help the player-characters. The reverse should also be true, and it is through Contacts that Judges can draw heroes into adventures. Whenever a hero calls on a Contact for information, aid, services, or equipment, the Judge should make a second Popularity FEAT, in private, unmodified by Karma. If this FEAT is any color result (not white), note the Contact on a piece of paper to the side of the game for later use. Do this for all Contacts called on as play proceeds, noting if the heroes call on them more than once for aid.

Example: Captain America (Popularity 100—Unearthly) needs a skymobile to get across town quickly, and borrows one from his friend and Contact, Nick Fury. After rolling to see if there is one available Nick can spare, the Judge makes a second roll on the Unearthly column to see if the Head of S.H.I.E.L.D. will want something in return. A green result comes up, and the Judge notes it to the side as a possible start for a future adventure.

When creating his own adventures, the Judge can go to this Contact list for ideas and suggestions. Make a FEAT on the Shift X column for each Contact noted. If the Contact has only been called upon once, a red result is needed to "activate" the Contact. If the Contact has been tapped twice by the players, a yellow result will Activate, and if three or more, a green result will do it.

An "activated" Contact reverses the situation on the players in the next gaming session or next adventure: that Contact will approach the heroes with a problem, idea, or emergency. Examples include:

- A Journalist calls in a hot breaking story to the Hero HQ, asking for help.
- A Doctor-Contact is reported missing from his home.
- A military experiment has gone awry.
- S.H.I.E.L.D. calls up the hero's secret ID, saying there is a problem only the hero can solve, and sends him on a mission.
- Kingpin sends the hero information on a Maggia smuggling operation that is cutting into his profits.

It should be clear that the more powerful the Contact, the more trouble that Contact can get the hero in. The Contact that approaches the hero will be expecting aid, and if the hero does not help, that Contact will be lost (the character will become

Neutral the next time the player-character needs help, and pointedly remind him that the hero was not willing to help when Puffin, his poodle, was kidnapped by mad dog-barbers).

Judging and Building Things

The Hardware section breaks down the basic costs of research and development for the various and nefarious inventions the heroes create. An invention (in particular, one of great power) may need a certain item, substance, or ability to power it. This is called a Special Requirement.

A special requirement is both a safety valve to keep the hi-tech wonders from inventing everything under the sun and a way of providing a basis for adventuring in much the same way Contacts serve. The Fantastic Four entered the Negative Zone in order to get Annihilus' Cosmic Control Rod to help the birth of young Franklin Richards, and various organizations have tried to mine vibranium from the Savage Land (though for them to do so would require parkas and snow shovels after its recent destruction).

Special Requirements

To determine whether a special requirement is needed, consider the function of the item. If it duplicates a Power that cannot be duplicated by "real life" technology (Teleport, for example), there is always a requirement for that item. If the effective cost is greater than Remarkable, there is a chance that a requirement will be needed. Make a FEAT roll for the effective cost and look at the table below.

Result	Remarkable+	Monstrous+
White	No Special	One Special
Green	One Special	One Special
Yellow	One Special	Two Specials
Red	Two Special	Three Specials

The Judge may always overrule the die rolls in cases where the result contradicts common sense. If the players are building a very large and expensive floating platform, and three specials are required, the Judge may reduce that number. The Judge may also reduce or eliminate the specials required in cases where speed is of the essence (as in kit-bashing).

When a special is called for, the Judge should make up something that ties into the device. Options include:

- A special material or alloy—for example, a sonic device may require Wakandan vibranium, or a device of Unearthly material strength may need secondary adamantium.
- A specific component—for electronic devices, a certain tailored piece of circuitry may have to be developed as a separate invention of no less than the effective cost -1CS, or acquired (villains get what they need the old-fashioned way—they steal it).
- A consultant who is knowledgeable in the field—in dealing with size control. Henry Pym may be called on, while in matters of radiation, Michael Morbius, Bruce Banner, or Doctor Octopus are the field experts. Getting these experts to consult is the players' problem.
- A unique process to fire the reaction—zero gravity, solar flares, exposure to cosmic radiation, even magic might be a requirement. Tell the players what is required ("Gee, to finish the seals in the spacecraft you need a heat source of at least Unearthly Intensity."). Let them figure out how to deal with it.
- A device to use as a model—this is particularly useful when trying to duplicate another invention, or a hero's Powers. The instruments needed to analyze this model may be rather expensive as well.

One of the reasons for special requirements is to put the inventor into adventure situations, as well as justify the actions of the villains who commit major crimes in order to finish their doomsday devices. Use the requirements as springboards for further adventures.



(Example: The characters need extreme cold to test a device, and they set out for Antarctica. There they find an alien space ship, still operational. And still inhabited...)

Judging and Other Dimensions

The *Astral Dimensions* are dimensions made of quasi-material ectoplasm as opposed to physical matter, and as such are difficult for physical beings to enter. These may be penetrated by individuals in astral form, either by the Mental Power (as with Professor X) or mystical ability (as with Doctor Strange).

Individuals in astral form may enter an astral dimension by making a Power rank FEAT, Powerful mentalists and magicians choose to duel in the Astral Plane when possible, as effects of the Astral Plane do not reach into other planes, and so allow them use of large amounts of Power without inflicting peripheral damage.

Magic operates in the Astral Dimensions as in the normal worlds, but at -1CS for effects. Magical items on the body of an individual that enters the Astral Dimension also have astral analogues, and may be used as well. Mental Powers are unaffected, but other super-human Powers may not be used. Any form of energy or matter control or telekinetic Powers may be used to manipulate the ectoplasm into useful shapes (as a Power stunt).

Damage on the Astral Plane is reflected in reductions of the individual's Health. As Health is reduced, the body the character has left behind may perish, as may also happen if he leaves the body unguarded for too long. Should the body perish, the astral form must make a Psyche FEAT or dissipate as well, and may not reform unless it has a suitable body to inhabit. The late Waiter Langkowski had his astral form rescued but lost his body, and so for a brief time he inhabited the Box armor.

Mystic Dimensions operate by natural laws that make the dimension amenable to magical effects and mystic operations. Asgard, Olympus, and the Dark Dimension are all mystic dimensions.

Mystic dimensions are accessed primarily through magical or mystical dimensional travel, though natural or mutated dimensional Powers may also provide access. Access to any particular mystic



plane is a Power stunt, and reaching a different mystic dimension consists of a separate Power stunt. Just because a hero can reach Asgard does not indicate he can reach the Dark Dimension as easily. An astral form may reach another dimension, but remains astral (though it may be visible in the mystic plane).

Mystic dimensions are more amenable to magic-use, but mages from other planes must adapt their own magics to the natural magical laws of the plane. Hence a mage in a non-native plane is -1CS on all magical attacks and FEATs.

Because dimensional travel allows the physical body to pass into another plane, ail abilities and Powers should pass into that plane as well. The natural laws of a plane may affect Powers, increasing or reducing them in specific cases. For example, the solar energy in Asgard was intense enough to increase the New Mutant Sunspot's Powers there.

Microverses are alternate dimensions reached by reduction in size (through compressing the space between atoms) to an atomic or subatomic level. Once a certain point of reduction has been reached (called the Pym barrier, in game terms Shift X or higher), the shrinking individual is cast into another universe, where the reduction immediately stops.

Microverses differ from the normal universe in that different physical laws are in operation. Though the planets of these micro-worlds may be Earthlike in nature,

their arrangement is not necessarily in the form of planets orbiting a sun, but may appear as flat landscapes or twisted belts of planetoids resembling DNA molecules.

Individuals can escape a microverse by rapid expansion of the same degree that originally reduced them. Several nexus-points have been discovered to various microverses, and certain individuals have access to technology that allows them to travel between our continuum and theirs (such as Henry Pym and the Fantastic Four).

Negative Zone: The Negative Zone is an anti-matter universe that was originally discovered and accessed on Earth by Reed Richards of the Fantastic Four. The devices by which he accessed this Zone were contained in the Baxter Building, and with that building's destruction, the Zone portal was placed in near-Earth orbit, and then finally dosed. Whether the zone can be accessed by others is a matter of debate.

Anti-matter and matter explode when they collide, so there is a distortion area between the Zone itself and our universe. This distortion area converts matter that enters to

anti-matter and vice versa so that living beings may travel between the two universes. A Force Field will negate this distortion.

The Negative Zone is the home of a number of races. Unlike our space, the space of the Negative Zone supports life, and various mutated monsters make their lairs in rocky areas of the Zone. The Negative Zone is the home of Annihilus, who lives to destroy our universe by linking it with his own.

Alternate Earths: There exist a wide variety of alternate and parallel Earths to that of the "mainstream" Marvel Earth (the one that is home to most of the heroes in this book). Several heroes have come into contact with the alternate universes through visits, or by contact with emissaries (and sometimes attackers) from these planes. Travel between alternate Earths can be done by Dimensional Travel, each alternate Earth being a separate Power stunt.

In running a Marvel Super Heroes campaign, the players and Judge are creating their own Alternate Marvel Earth where the adventures of their characters take place.

Time Travel: The precise workings of time travel in the Marvel Universe have not been fully explained, and there are several theories currently under consideration. It does appear possible to travel into your own past, future, or into a past or future of a similar Earth-like dimension (such as by using the Time Machine of Doctor Doom or Reed Richards).

A character operating in the past cannot change his own past, which continues to exist as it had before. Any actions the character takes to modify the past instead cause a divergent timeline to exist, parallel to the character's "original" timeline. A future cannot be negated by moving into the past, and upon return to his own time, the character will find his world unchanged.

Similarly, there are many "alternate futures" that a character may reach from the present time, such as the divergent realities of Phoenix and Deathlok. The main time line of the Marvel Universe can take any number of alternate future paths, and the fate of those who live in it has yet to be revealed.



At this point, you should have all the component pieces of the game—characters, combat, and the Judging to know how to run them. Now comes putting all the pieces together into a full Campaign. In particular, a campaign based in or near the Marvel Universe.

The Marvel Universe — An Overview

What makes the Marvel Universe, and the Earth of the Marvel Universe, so special?

First, there was a visit in mankind's dim past by a powerful space-god race known as the Celestials. The Celestials took primitive man and created two related races, Eternals and Deviants. The Celestials also put a half-twist in one of the genes of Marvel Universe humanity as well, giving mankind the potential to mutate in a positive manner under increased ambient radioactivity. The slight rise in background radioactivity since the war accounts for the ever-growing number of Mutants that are popping up in the Marvel Universe, as well as the genetic potential that converted Bruce Banner into the Hulk and created the Fantastic Four. It may be speculated that the Celestials are unique to Marvel-Earth's dimension, and similar dimensions, such as that of the Squadron Supreme, evolved a far fewer number of heroes as a result.

Second, Marvel Earth is the home of more than the human race. In addition to Eternals and Deviants, there are the Kree-spawned Inhumans and the aquatic people of Atlantis.

Third, Marvel Earth is aligned with the Cosmic Axis, a great wheel of inter-dimensional power that makes Earth critical to other-dimensional beings, including Asgard, Olympus, Limbo, and Mephisto's realm, and the Dark Dimension of our own.

Lastly, Marvel Earth is located near a prominent natural warp nexus-point, a gap into hyperspace that makes it easy to travel between the stars. This warp nexus-point is used by the Shi'ar, Skrulls, and Kree, bringing them into interactions with the natives of Marvel Earth.

For these reasons, Marvel Earth is the place to be for a heroic campaign. It has a rich background and the potential for a great number of super-powered heroes and foes.

Running a Marvel Universe Campaign

The Marvel Universe is a rich tapestry with a history that encompasses 25 years of hundreds of comic-titles, and finds its roots in the Captain America comics of WWII. If you are new to this universe, here are a few things that will help you. The Marvel Saga is a concise history of the Marvel Universe. The Official Handbook of the Marvel Universe is an encyclopedic catalogue of major characters. The Marvel Indexes are a Summary of "what has gone before" in the major titles of the Marvel Universe, an issue-by-issue summary of the plots of such luminaries as Spider-Man and the Fantastic Four. Finally, there are the Marvel Comics themselves—the Marvel Universe is a continually growing entity, filled with new ideas and adventures as the heroes develop and grow.

A Marvel Universe of Your Very Own

The old comic line of "What If?" played with these possible variant universes, where the Avengers never happened, Spider-Man joined the Fantastic Four, or Jane Foster found the Hammer of Thor.

Similarly, when you begin a Marvel Universe campaign, you are creating your own "What If" line. Your player-characters are free from what happens in the "mainline" Marvel Universe after the campaign has started, and in addition, you can add your own embellishments, villains, and actions. In your universe, Doctor Doom may reform and become a good guy, or the Red Skull may still be alive. And just because some great misfortune occurs to a character in a comic book, that same misfortune does not have to occur to the characters in your universe. Your universe can reflect actions in the Marvel Universe, and benefit from its history and heritage, but is not tied down to it.

Now that you have a whole Universe to play with, where do you start? It's highly recommended you start with the Heroes' main stomping ground, wherever that may be.

Most of the heroes are grouped in New York City, with contingents on the West Coast and in Canada. You do not have to run a New York-style campaign unless you want to. In fact, you can base your heroes in your home town.

The Marvel Universe Earth is, except for

the existence of super-powered heroes and villains, very similar to our own Earth. (Earth-Reality? No, that's too silly.) There is a New York City in both Earths of similar appearance and construction. There are also Chicagos, Pittsburghs, Birminghams, and San Franciscos in both Earths. If you want to run a campaign in a familiar area, use the neighborhood you know. The Original Marvel Super Heroes Game this designer ran was based in West Lafayette, Indiana.

So if you are inclined in that direction, create a Marvel-Universe version of your home town. Any maps you have of the area can be used to show locations of your heroes in battle (1 area = 1/20th of a mile). There will be differences, of course, since the Marvel-city is not the real world. The Hero's secret base on the 23rd floor of an office building is in reality an Engineering office, and the Invading forces from Saturn tore up the Marvel Earth Version of the riverside park, not the real one.

The City maps provided in this and previous products can be used to create your own space for bad guys and good guys to battle. The maps do not have to represent New York (though most of them do in our encounters) but can simulate anywhere you want to have the heroes duke it out with villains. In addition, you can use the maps for models of your own campaign city.

Using New York as opposed to a general area is up to the Judge, and each has its own advantages. In a known city you can use a well-known location that all the players are familiar with as a backdrop for a crime, and tie in small crimes that occur about the city with the campaign. Using New York (assuming you the Judge are not a native of New York) is advantageous in that it is far away, and the battles are (for the most part) imaginary, plus the fact that New York is crawling with super-powered foes and felons. Either option works just as well.

Running Adventures

Once you have the world and the players, you need a script for them to follow: an adventure. An adventure is a set of preplanned encounters that make up an evening's (or several evenings') enjoyable playing of the Marvel Super Heroes game system. As Judge you can set up your own adventures, or use ones that have been published by TSR as adventures or bases for your own designs.

NIGHT OF THE DREADNOUGHTS

TSR produces a wide variety of products for use with the Marvel Super Heroes game system. The Adventure Module line (signified by MH in the upper left corner) stars specific heroes in particular adventures. The Accessory Line (designated MHAC in the upper left corner) provides various rosters, Judge's Screens, additional fold-ups, and non-hero specific adventures. The Special Line (MHSP) features special adventures like those based on Secret Wars and Secret Wars II. The Guidebook line (designated MA) is designed specifically for the Marvel Super Heroes Advanced Set and consists of full guidebooks to the major groups of the Marvel Universe (X-Men, Avengers, etc.) plus adventures for those groups in large-scale source-book formats.

All of the above products are compatible with the Marvel Super Heroes Advanced set, though only the MA series is designed specifically for the Advanced Set. This means there is a wealth of information available for the starting Judge to use.

In running a prepackaged adventure, feel free to manipulate it as you like to fit the playing styles, character abilities, and capabilities of your players. An adventure such as Murderworld (MH-3), designed with the Fantastic Four in mind, can be modified to fit your own group of heroes in Omaha with a minimum of fuss. The basic plot outline, for those who missed it, was that "a mysterious someone" hires Arcade, the master assassin, to put the heroes on ice, while that "someone" breaks into the hero's HQ--there are a few more twists, but that is the gist. In addition, the adventures in the MA books are created to be specific to a particular type of group (mutants, heroes banded together as Avengers, etc.) but not to any particular heroes.

When creating your own adventures, keep in mind that an adventure is basically a string of encounters (combat or otherwise) organized around a common theme. An adventure should have the potential for resolution in the space of a few gaming sessions, with a definite resolution.

An Encounter is made up of three parts: a Problem, a Conflict, and a Resolution.

The *problem* is the "hook" that brings the players into the Encounter, and likely carries the adventure to the next encounter as well. A problem can be made known to the hero through a number of means. Heroes can be in the area of a disturbance, either in their

secret IDs or in costume, and be expected to do something about the situation. The problem can be an unexplained mystery that the hero happens upon, such as a rash of disappearing buildings in the area. The problem can be purely hero-oriented, such as an old foe coming back to get vengeance or a new one seeking to prove he is the "top gun" by bouncing a big name hero off an office building. Finally, the problem can be created by an invention (Special Requirements) or by a Contact with a problem (which may be another mystery).

The *conflict* is the meat of an Encounter, where the heroes act and react. Conflict is the action phase of the Encounter, but is not necessarily a fight scene (though it often is). Conflict may involve talking to NPCs, gathering information, performing research on clues, or seeking help. It also involves fighting back against the villains that may have jumped you, walking into traps, and avoiding the effects of deathtraps.

The *resolution* is the part of the encounter that ties up the encounter, the aftermath of the battle or discovery of the mystery. At the close of a session of conflict and action, Karma is awarded, wounds are healed, the status of Contacts, Popularity, and Resources may be affected. The players should have a feeling at the end of an Encounter that they have accomplished something (even if that "something" is to decimate most of the East Side in a mistaken battle).

Heroes are often first assembled by a common threat they all respond to, such as the Avengers were by a reported rampage of the Hulk. If you are pulling disparate heroes together for the first time, this is a recommended introduction.

Night of the Dreadnoughts

Problem: A group of small-time crooks break into a warehouse. In searching through the materials stored there, they open a few large crates. Inside they find a number of large, silvery robots (Dreadnoughts—their stats are on page 45). Unable to find any way of operating the robots, they search the rest of the building. While their backs are turned, the eyes of the Dreadnoughts glow and the disconnected robots slowly begin to move.

Getting started: Inform your players that it is a warm summer evening in the city, a perfect time for long walks and theatres. Also a perfect time for leisurely criminal activity. Ask your players where they are limiting them

only to the fact they must be on one of the two maps provided in the Original and Advanced sets (the two maps join along Hayes Street). The warehouse described in the problem is the Overton storage facility, so if you want to make sure they will be in that area, go ahead. The heroes may be in their secret IDs, "on patrol" in their costumed identities, or making a connection with a Contact. That part is up to them.

The hero closest to the Overton Storage Warehouse will see a man running from the building and down the street, shouting at the top of his lungs. He is followed by a huge, silvery robot that is studded with spikes. The man is very scared, but tiring, and the robot is catching up. Ask the player what his hero is doing. From the Overton Storage area there are loud explosions that can be heard for blocks (notifying the rest of the assembled heroes that something is up). There are gunshots and the loud ringing of burglar alarms (the thug running down the street sprung the alarm when leaving the warehouse).

There are three robbers who broke into the storage warehouse through a skylight (their ropes and tools are still there). They have thug stats (page 62) and are named Morris, Lawrence, and Curly (or Hubert, Dewey, and Louis, if you prefer). They are armed with handguns, and have found that these are woefully inadequate against Dreadnought armor.

There are as many Dreadnoughts as there are heroes involved on the map plus two. The Dreadnoughts have the following programming: Eliminate anyone witnessing their activation, then proceed to Guthrie Mansion map in this set, corner of Buchanan and 7th). They are to blast the cornerstone away and take that cornerstone to the fountain in Buchanan Park where they are to dump it into the Fountain. Two Dreadnoughts are to remain behind to take care of the thugs still in the warehouse, while the others move on the Mansion.

Initial Conflict is saving the thug, Moe, who is about to be killed in the middle of the street by a Dreadnought. Second Conflict is to save Larry and Curly (let's assume they are hiding on top of a tall stack of crates with two Dreadnoughts toppling the base when the heroes enter). How do you the Judge know this? You the Judge make it up, as the idea of providing background and what the heroes see—the key fact is that the other two thugs are not deceased (yet) when the heroes enter. If the hero (or

heroes) save Morris, he will tell them about his friends in the warehouse being threatened by the big "Sentanels" (as Moe calls them). If not, the alarms and explosions (Dreadnoughts ripping the building up looking for Larry and Curley) should bring the heroes running.

The Dreadnoughts will engage the heroes one-to-one, with any extra robots continuing to move down the street to the Mansion. It will take them two turns to carve the block out of the wall. If they get to the fountain and dump it in, it will "mysteriously vanish" (dissolve? Be pulled through a secret compartment? Be teleported away?).

(As an aside, the Advanced Set map does have some dandy areas where heroes can set up their urban bases, including the Guthrie Mansion and One Simon Tower.)

Resolution: If the Dreadnoughts defeat the heroes, they will drop the cornerstone in the fountain and then return to their lairs in the Overton Storage area (now a shambles, though Larry and Curley may have escaped). They are not interested in killing or capturing any heroes, just getting them out of the way of their mission.

The three thieves can tell the police and the heroes what happened in the warehouse, but will not really want to hang around. All three will thank the heroes and try to fade into the woodwork as quickly as possible (which gives the heroes the added problem of defeating the Dreadnoughts and keeping an eye on the thieves—they are robbers, after all, and turning them over to the police means additional Karma). Play the robbers for humor value—they are obviously out of their league messing with silver-plated robots and guys in long underwear.

Defeating the Dreadnoughts leaves the heroes with their first victory as a team (surely someone will suggest staying together—if nothing else, the press will refer to them as Robot-busters or something). They also will have a lot of scrap metal and a bunch of questions. Who put the Dreadnoughts in the storage area? Who activated them? What was their mission? What was important about that cornerstone? This is the grist for future encounters that make up a full campaign.

OK, OK. not to leave you hanging. The Judge can go in a number of directions with this beginning, according to the style of campaign he wants to run. Here are some suggestions.

- The cornerstone is hollow, and contains papers placed there by the late Sam Guthrie. These papers show definite proof of criminal activities by the Kingpin of Crime. Either the Kingpin or, more likely, one of his lieutenants, discovered the location of the papers and arranged to have the Dreadnoughts go after them.
- The cornerstone contains information about a Plodex survivor in the Mid-West. The Master of the World is after that information, and using his advanced technologies, activated the Dreadnoughts which were stored in the warehouse by the Maggia, and bent them to his will.
- The Red Skull is alive (aw, come on), and setting up operations in the area. The cornerstone contains nothing, and the purpose of the exercise was to test the capabilities of the heroes in the area. Television spy eyes have been planted along the battle route.
- As above, save the Dreadnoughts were activated by a mysterious benefactor who needs a team of super-powered heroes to handle emergencies in the area. This mysterious benefactor paid to have the three thieves (actors) break in, and will cover the damages incurred in the battle, as well as provide a meeting place for the heroes. The Mysterious Benefactor is 1) a harmless eccentric, 2) a golden age hero now retired, 3) a mad scientist, 4) a villain seeking to use the heroes as his pawns, 5) an alien or extra dimensional student examining this race of beings at close range, or 6) all of the above.
- The whole thing was a terrible accident; the robots were accidentally activated, and were not meant to trash most of the area.

This should give you a few ideas on how to handle the situation. Pick one or (noting that players will probably be reading this as well), make up your own.

Running the Bad Guys

As Judge, you are responsible for running all the non-player-character in the campaign. All the individuals not directly controlled by the players. Of these individuals, the most interesting (and certainly the most deadly) are the villains.

The villains of the Marvel Universe are among the most nefarious and intriguing of those found anywhere. They span from the mischievous (Loki) to the sinister (Kingpin). Each of these villains has his own way of

perpetrating his crimes and getting what he wants out of the world (which sometimes is to rule it).

The point is, the Marvel Super Villains are as unique and individualistic as Marvel Super Heroes. Only the most simple of robots use nothing but brute force to reach their ends (which is why they were used in the example above). Doctor Doom's way of handling a problem is not Doctor Octopus's which is not Baron Mordo's. When running a villain, try to capture the flavor of that villain. Kingpin makes sure he is not the one caught red-handed and acts through his agents. Doctor Octopus is driven by manic rages and pathological fears of Spider-Man. Crimson Dynamo serves the Soviet State. And so on. When running a villain *role-play* that villain, just as you expect the Players to role-play their heroes. Doom may not take a certain action because he is Doom. For example, he once spared the lives of the Fantastic Four because a battle might damage his priceless art collection. Doom may be a world-dominating maniac, but he has class. Play him that way.

Villains also *plot*. It is the villains' plots that make up the mysteries the heroes must solve. What is Doctor Doom up to? Why are electrical supplies disappearing without a trace? A good way of planning an adventure is to figure out a villain's plot. Villain's plots have a number of options, including:

- Defeating a hero that has defeated him before.
- Testing a hero's abilities in case he wants to use the hero, or the hero fights him.
- Acquiring Material Resources for further criminal activities.
- Taking over the world (always a favorite).
- Acquiring some special requirement for a particular invention, usually an invention that involves taking over the world/defeating the heroes/increasing the villain's own Powers to the point where he can rule the world.

Here are a few villain conventions.

The Cat's-paw: The villain has someone else perform his dirty work for him. This works best for planners with a large organization like Kingpin, but other villains use cat's-paws as well. Doctor Doom has created or modified a number of villains to test and defeat the Fantastic Four. Often a cat's-paw is unaware of who is using who, and this provides a level of mystery as well.

VILLAINS AND KARMA

The Proclamation: Villains are as aware of their negative reps as the heroes are of their positive ones, and many will go to great lengths to maintain the negative Popularity. The Titanium Man broadcasting a challenge to Iron Man from Rockefeller Center is such a proclamation.

The Deathtrap: Long-time readers are well aware that, once the villain defeats the hero, the villain does not just rub the hero out, even if the hero is a long-time foe. The villain places the hero in a Deathtrap situation. A Deathtrap is any situation that places the hero's life in danger. The villain gains Karma for putting the hero in a deathtrap, whether the hero escapes or not.

Deathtrap design: Deathtraps are situations where the Judge can threaten the hero and force loss of Karma and Health, but should not be air-tight killers. There should always be a way out a deathtrap (and, given the ingenuity of the players, there usually is a way the Judge did not consider). A deathtrap that works too well bumps off the player-characters, which is not very entertaining. An ideal deathtrap should foil the player's obvious forte and force the player to think (and likely spend Karma) in order to escape (or to survive long enough to be rescued).

The Judge may create his own bad guys to deal with the specialized heroes in his campaign. Villains are generated in the same fashion as good guys, and may be pre-generated, generated, or modeled.

Villains' abilities, Powers, and Talents are generated as for heroes, though the Judge may deliberately select particular abilities to fit his own situation or the opponents the villain will meet. (For example, make sure an opponent of Captain Marvel has Darkforce Powers, or the guy squaring off versus Sub-Mariner in the North Atlantic can breathe water, or does not need to breathe at all!)

The Judge selects the Contacts for villains. If a villain has criminal Contacts, the Judge may provide him with 1-10 henchmen to serve as the villain's goons and hired help.

New villains start with 0 Popularity, though may quickly drive it into the negative. Those with a secret identity (no one knows that respected stock analyst Dennis McDennis is really—The Corporate Raider!) may maintain normal relations and Contacts through that identity, though the Contacts of the secret ID may be severed if the villain's

true identity is revealed.

Generated villains begin play with Typical Resources, unless other modifiers (or Judge's intentions) increase that amount. The Judge should modify the Resource rank to fit his campaign, but the Resources of a bad guy should always be such that the criminal has motivation to engage in robbery to maintain his standard of living.

Finally, as for generated heroes, fill in the blanks for your bad guy. Who is this guy, anyway? Why does he want to take over the world/beat up the good guys/make himself rich? Does he have any pet peeves or phobias? Would he emulate anyone in particular in his criminal style? How would the hero first encounter him? In answering these questions, the Judge should be able to make a villain that the heroes will not soon forget.

Villains and Karma

The Judge should not have to keep track of Karma for every NPC in his campaign, only for the major bad guys, as they are the ones who spend it most often. Ordinary criminals will possess the Karma listed in their stats, as will super-powered villains the first time they appear (or their actions and plots first occur, for those using cat's-paws).

Villains receive Karma as follows:

- Karma for committing crime equal to the hero's total for preventing that crime. Mass counts of robbery assault, or murder count as one total for Karma.
- Defeating Heroes as for heroes defeating the villain.
- Placing heroes in Deathtrap situations. The villain does not receive Karma for killing heroes (surprise), but gets an amount equal to that for defeating heroes if they are placed in a Deathtrap situation. The villain loses nothing if the hero escapes or is rescued from that deathtrap.
- Bragging. Villains are by and large an insecure lot, and feel they must share the vital points of their recent decision to take over the world with listeners of worthy caliber (usually heroes in Deathtrap situations). Give the villain 20 Karma points for doing so. However, the Judge is obligated to pass on useful information to the Players in this fashion—such as where to find the villains when they have escaped the deathtrap.

Villains lose Karma by:

- Being Defeated, as for the Heroes. In

addition, being defeated reduces the villain's Popularity by 30 points, regardless of whether it was a public or private defeat. This reduction is always toward zero. (A villain with a -40 Popularity is reduced to -10 Karma.)

- Being convicted for a crime, equal to the amount of successfully carrying out that crime.
- The villain loses 10 Karma points per month in prison or other incarceration or restraint (in other words—out of action). A villain cannot earn additional Karma when so incarcerated.
- A villain loses 30 Karma points for killing, including slaying lackeys, henchmen, and other underlings that have displeased them. (This flagrant spending of Karma is the hallmark of short-tempered villains such as Doctor Doom and the Red Skull.)

A villain may form a special type of Karma Pool with his henchmen and cat's-paws that are working for him. In this Karma pool, all villainous Karma earned by the gang is kept, but only the leader of the gang (the head villain or mastermind or the operation) may spend it. Any member may leave the pool, taking his "share" with him, though if the villain immediately disposes of the traitor, that Karma is retained in the pool.

Villains spend Karma in four specific situations:

- To build things. Hi-tech villains will channel their Karma into the rapid completion of their latest world-threatening device, and in addition spend Karma to make sure it works properly. Villains therefore rob both to acquire special requirements for inventions and to enhance their own Karma to make them work.
- To reduce damage. A villain who may spend Karma may spend 40 points to reduce the effects of an attack by one color rank. This spending must occur before the attack is made, though the players do not have to be informed of this expenditure. If such spending is done, the villain reduces a red attack to yellow, and a yellow to green, but green and white results still apply. This prevents the heroes from destroying the villains in one Karma-laden shot, forcing them to reduce the villain's Karma total in battle.
- To arrange an Escape or Mysterious Death. Good villains are hard to come by, and if one is forced into a full-fledged retreat by the heroes, the Judge should try to keep the villain among the living.

The Judge may spend all the Villain's remaining Karma (no less than 100 points) to effect an escape or mysterious death. The villain can escape by dropping through the floor on a previously unrevealed lift, being teleported away by a third party, or through a twist of fate (a collapsing wall) separating him from the heroes long enough to make good an escape. A mysterious death will vary according to the villain in question. Some will find themselves in an inescapable trap of their own devising, others will be "crushed" by falling debris or caught in an explosion with no remains found, or, in cases of Ultron, almost totally destroyed to recreate themselves later. The good Doctor Doom is a master of the mysterious death, as he has been irrevocably sent off to die at least a dozen times, but always survived. All super-powered villains will seek to maintain a 100-Karma-point buffer to make this form of escape.

- Judge's Prerogative. This is a dangerous area, so treat it with care. The Judge may have villains spend Karma when it is absolutely essential for the villain to perform particular actions successfully. Such actions cannot be directed against the player heroes ("I'm going to score a Kill result on Spider-Man"), though they may endanger the hero ("I'm going to hit the button opening the cage of the Rogerian slime monster across the room"). Judges should use this option with the greatest care.

Villains, Popularity, and Resources

As noted above, villains prefer the fear that a large negative Popularity provides, and as such will try to maintain that rep. Villains' changes in Popularity are summarized below.

Defeated by hero	-30 Pop
Defeating hero	+10 Pop
Defeating other villain	+5 Pop
Imprisoned	-5 Pop
Making Proclamation or challenge	+5 Pop

These numbers are larger than those for player-characters, because villains get less play in general than player-characters.

Villains acquire Resources to make purchases and fund inventions. A single robbery of a target will provide a one-shot use of that target's Resource rank. If the villain robs a bank and gets away, he can use that Resource rank (Judge-determined according to amount—use the Power rank

as a guide) to purchase other items. This is a shorthand guide to what villains can acquire. Remember, villains also rob for special requirements for their inventions, as this provides both the Resources and the requirement in one fell swoop.

Random Events

A plot that runs through several encounters to a set resolution is entertaining, but the Judge may want to spice things up with Random Encounters aimed specifically at the heroes. MHAC6, New York, New York, provides one method of generating random events and presents a large number of suggested encounters. These are small "one-shot" adventures that should take up an evening of play or less, and may deter the characters from moving too quickly through the main adventure you have planned.

New York, New York concentrates on urban encounters, mostly combat situations. A more free-form method of encounters is to create a group of small one-shot encounters to throw at the heroes, alone or in groups, to keep them occupied and provide a good way of gaining Karma without fighting Galactus. You, the Judge, can create a number of these for your heroes, as a list, similar to the ones below. When you feel you need a random encounter (say, at the start of the game, or when the hero is heading home for the evening, or trying to get across town for an important appointment) roll a ten-sided die, look down the list, and run that encounter the next time the hero or heroes are in a situation to which it applies (for example, as Power Outage is better at night, when it is rolled, wait until dark to spring it). Only one random event should be in operation at a time. Here are some examples.

1) The Robbery: The hero is in the vicinity of a store (pick one) when the alarm goes off. Three thugs come out of the store, guns blazing, holding bags of loot. They run to the end of the block, where a fourth man is waiting with a car, the engine running. The car will head for the farthest edge of the map, and if it makes it, the trail will be test.

2) The Contact: The hero gets a note from one of his Contacts to see him. This can be a springboard for another adventure, as the Contact may have some mystery to present to the hero, or disappear himself before the hero can reach him.

3) Burglary: It is night and a burglar alarm siren goes off down the street. Looking in that direction, the heroes see a group of seven enforcers quickly loading a truck with goods from an open store (furs, jewelry, frozen meat, etc.).

4) Media attack: A full fledged assault on the hero's good name by a paper or other media operation. -5 Popularity.

5) Windfall!: A Resource Modifying FEAT. The hero has been named in the will of an admirer. Raise the Hero's Resources by one Rank (maximum Remarkable). Said inheritance may also include other items, such as an old house in the country said to be haunted; a pendant that is a mystic artifact with a powerful curse, sought by a more-powerful evil entity; or a clause in the will saying that the money is forthcoming only if the hero performs a certain act.

6) Police on the Beat: The hero encounters two of New York's finest on foot patrol, or a pair in a squad car. The police only hassle the hero if he is wanted by the police, or has a negative Popularity. Otherwise, they are friendly, and pass on information about the area (such as a rash of cat burglaries, or the fact O'Malley thought she saw a flying saucer three days back).

7) Rampaging Villain: Out of nowhere he comes! (And to nowhere he may go.) Some villain is out to prove himself the A-Number-1 Head Honcho bad guy by beating up some hero. This can be any of the less-powerful villains (such as Blacklash or Electro, but not someone like Kingpin or Doctor Octopus --they have better things to do with their time), or a character of your own devising (creating your own villains is similar to hero creation, and has an advantage in that the heroes don't know who this guy is).

8) Power Outage: The lights go out in a three-block section of the map—a faulty circuit. A mixture of helping people out of elevators and general good deeds and arresting common criminals seeking to make hay while the lights don't shine.

These are only examples, and the Judge is encouraged to come up with his own small encounters to season the campaign, tailored to his particular operation and what the players are doing.

SUMMARY FOR JUDGES

Final Summary for Judges

In summary, there are no fool-proof rules for judging the Marvel Super Heroes game, or any other role-playing game. The best we can do is provide examples, instances, and guidance in how to run combat, special situations, and the campaign in general. Here are a few guideposts this Judge has used in his campaigns, which may work in yours as well.

Give the Players an Even Break: This has been said before, and it applies. The Judge has all the cards and most of the information. He knows where the hidden traps are and how badly wounded both heroes and villains are. Wiping out heroes wholesale is a problem, in particular with such world-destroying guns as Galactus wandering around. Give the players a way out of that infallible Deathtrap (Marvel Super Villains are not infallible, though Judges usually are), Send in the Cavalry if the heroes are being too badly chewed up (but reduce their Karma if they need Thor dropping by to handle a group of street toughs), Remember that the campaign is only as good as the Judge and players.

No Buffaloes: Those familiar with the original books know this one. Just as you should not ride roughshod over the players, do not let them ride roughshod over you. Your rulings are just that—rulings. Decisions that you have made under the circumstances of the game. Right or (perhaps proved later) wrong, they are the way the game is played in your campaign. You control the amount of information in the campaign, and can restrict as necessary for your adventures.

Be Prepared: Players are a sneaky bunch, and will always surprise you with some action they believe you haven't thought of (hence the Karma award when you are caught flat-footed), in such cases, be sensible, be reasonable, and be prepared, if a villain is going up against Captain Marvel and knows it, perhaps a Darkforce-projecting device or ally may be called for. Similarly, if Spider-Man comes calling, shouldn't the detection devices include the walls as well as floors? Prepare your adventures so you have a good idea what should come next, no matter what the players do.

Patience is a Virtue: Let the players come to their own decisions, correct or not. With many players, there will always be an interplay between the player characters, as to who will lead, which way to go, which clue to

follow, or who to attack with what. This is part of the game, and there is no need to rush the players into your latest deathtrap—they will come along eventually of their own volition. A Judge who provides the information and sits back waiting for player response is as effective (if not moreso) as one who rushes the players into one slugfest after another.

The remainder of this book is filled with a variety of characters from the Marvel Universe, for use in your campaign, including Heroes, Villains, Entities of Great Power (Big Guns), Animals, Alien Races, and members of the Supporting Cast.

The heroes are summarized on the card-sheets provided, and are presented here in full. The cards, which may be cut along the dotted lines, are for use by the players as a handy reference, and include a few additional cards to be used by the players for their own creations. Note that along the base of each of these sheets is a range-marker for those who use ranged distances as opposed to area markers.

While on the subject of the card-sheets, there are four panels that contain the Adventure Fold-Up figures for use in the campaign. These figures may be assembled as follows:

- Cut apart each figure along the solid lines indicated in black.
- To make it easier to fold the figure on a straight line, you should “score” the line of the fold. “Scoring” is creating a crease in the paper on the line of the fold by using an artist's stylus or an old ballpoint pen that has dried up. To score, use a ruler to help you draw a straight line and then, using the stylus or an old pen, draw along the fold line pressing down to leave a crease in the paper. This makes it easier to fold the paper.
- When gluing, spread the glue evenly over the flap and then wrap the figure around. Place it against the indicated surface and hold it together. A paper clip will hold the figure until it has dried.

The character stats listed here include a summary of the abilities for each character. The initial Power ranks for these abilities, and all abilities and Powers of these characters, are set at the mid-point or average value for when play begins. They may be increased through normal advancement, and the character cards modified accordingly.

The Health, Karma, Popularity, and Resource ranks are similarly starting values and may change over the course of the campaign.

Powers are listed as “Known Powers”: that which it is known the hero can do, and the Power stunts that the hero normally performs. An exhaustive list of Power stunts would triple the size of this section, so those particular stunts that the characters have used on occasion are not listed, and left to the players to develop.

Talents are summarized and noted to the Talents section of the Players' Book when possible. When dealing with a Talent that does not exist in the Players' Book, it is explained in full.

Contacts are initial Contacts and based on the history of the character and those that the character has relied upon in the past. Other Contacts may be argued, but these are the starting Contacts for such characters: others may be added as play progresses. For example, Bruce Banner may retain some Contacts in the Military as a result of his long service on various projects including Hulkbusters, but that is not listed under his entry of the Hulk, and if the player running Banner desires such a Contact he must pay for it.

The Background section provides a complete a history as space permits for the hero, villain, or entity, to give the players a feeling of the character's roots and his or her motivations for role-playing.

The sections on Aliens, Animals, and Supporting Cast are similarly presented, but in a shortened form to put as many as possible in the text.

Finally, it should be noted that the abilities, ranks, and powers may be different from previous works, and that future mentions of these characters may differ in small ways from those that have appeared here. This is because the Marvel Universe is not an unliving thing that may be carved up and examined, but a living creative entity that is still evolving over time. Player characters using these heroes should not benefit from further changes after play has begun, but should not be penalized by further reductions in abilities that may occur to the characters in the future. (Just because Storm loses her abilities in the “mainstream” Marvel Universe, does not mean that she will lose them in YOUR version of the Marvel Universe.) As the Marvel Universe continues to evolve, TSR products will try, with the help of the Marvel Comics Group, to stay on top of the latest developments, twists, and turns in the lives of people that make up that Universe.

3: CHARACTERS

ANGEL

Warren Kenneth Worthington III

F	EX(20)	Health: 20
A	RM(30)	
S	GD(10)	Karma: 26
E	RM(30)	
R	GD(10)	Resources: Rm(30)
I	TY(6)	
P	GD(10)	Popularity: 10

KNOWN POWERS:

Flight: Angel flies by means of two birdlike wings, aided by his aerodynamic body and bone structure. He can fly at Typical air speeds (6 areas/round). Acceleration and fatigue are handled as in Running. While in flight, he may carry up to 200 pounds without straining, though greater weights require a Strength FEAT roll. Angel's flight is relatively silent, such that he may blindside opponents on the ground who are unaware of him.

TALENTS: Angel is skilled in Aerial Combat and Martial Arts B. Despite his control of a large corporation, Worthington's business skills seem minimal, as he depends on talented underlings to run things.

CONTACTS: Warren Worthington III is the chairman of the board of Worthington Industries, a major corporation. Worthington Industries is the parent company of X-Factor Mutant Control Services, which is a cover for X-Factor, the original X-Men. Angel was the sponsor and part-time leader of two defunct hero groups, the Champions of Los Angeles — Iceman, Hercules, Black Widow, Darkstar, and Ghost Rider (Johnny Blaze) — and the Defenders — Iceman, Beast, Gargoyle, Valkyrie, Andromeda, and Cloud.

BACKGROUND: Angel's wings and flying ability appeared in his teens, and all of the original X-Men, only Worthington had a previous career as a crime-fighter before joining the team. As the Avenging Angel, Worthington battled criminal activities for a short time before being recruited by Cyclops and Iceman. Angel left the team after a number of new recruits had joined, but his adventuring spirit encouraged him to form and fund other super-powered teams, including the Champions of Los Angeles and the new Defenders. He is currently the major sponsor of X-Factor (a division of Worthington Industries), as well as a member of that team.

AURORA

Jeanne-Marie Beaubier

F	EX(20)	Health: 66
A	EX(20)	
S	TY(6)	Karma: 18
E	EX(20)	
R	PR(4)	Resources: Ty(6)
I	GD(10)	
P	PR(4)	Popularity: 6

KNOWN POWERS:

Flight: Though Aurora's Powers are currently greatly reduced, she may still fly at the speed of sound (Shift X Speed). While in flight she has Good Body Armor.

Light Generation: Beaubier can generate light of Monstrous Intensity. Targets blinded by this light are -3CS on all FEATs for 1-10 rounds afterwards.

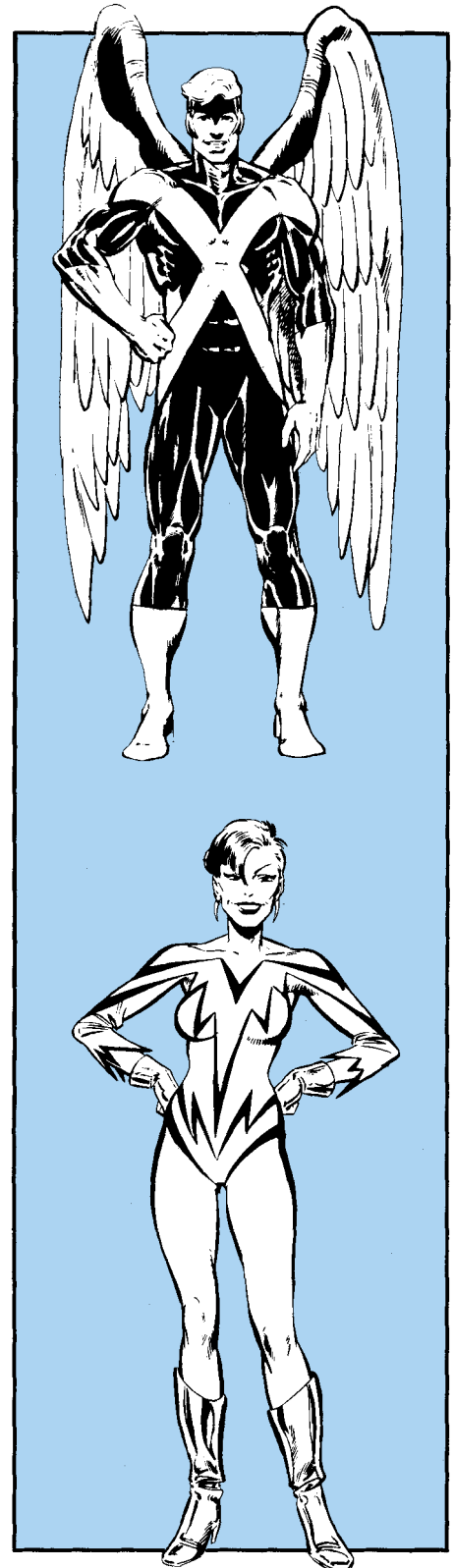
Non-Detection: Aurora cannot be as a mutant, since those mental waves (psionic "signature" used by Professor Xavier, Cerebro, and Sentinels) are suppressed with Class 1000 ability. She registers as a normal human on mutant detectors.

LIMITATIONS: Jeanne-Marie is a classic case of multiple personalities. Two distinct personalities have already appeared, and she is currently manifesting a third. The original persona, Jeanne-Marie, is shy, reclusive, prim, stern, and speaks English with a heavy accent. Her Aurora personality is more aggressive, fun-loving, and adventurous. Her current persona is a mixture of these two (and leans toward Aurora), but stress may result in switching personalities (Psyche FEAT to avoid this effect).

Jeanne-Marie loses the use of her Powers for 1-10 rounds upon contact with her brother, Northstar.

CONTACTS: Aurora is a founding member of Alpha Flight.

BACKGROUND: Jeanne-Marie and her brother, Jean-Paul, were twins separated soon after birth. Jeanne-Marie was raised in a very strict religious school for girls, and it was there that her Powers first manifested themselves. She was disbelieved and firmly punished for her tales of flying, and so the super-powered persona fractured off in a split personality. Located by Wolverine and recruited into Department H, Aurora was reunited with her brother (Northstar). Aurora and Northstar originally had similar Powers, but Jeanne-Marie's were modified by her lover, Sasquatch.



HEROES

BEAST

Henry McCoy

F	IN(40)	Health: 130
A	IN(40)	
S	RM(30)	Karma: 50
E	EX(20)	
R	EX(20)	Resources: Rm(30)
I	GD(10)	
P	EX(20)	Popularity: 10

KNOWN POWERS:

Modified Body Parts: Beast's feet are well-developed and may be used as hands to handle objects or to attack.

Climbing: Due to his simian stance and capabilities, Beast can climb with Remarkable ability.

Lightning Speed: Beast can move at up to areas per round, accelerating to that speed in a single round.

TALENTS: Hank McCoy is an expert in Biochemistry, Genetics, and Electronics. He uses Acrobatics, Tumbling, and Martial Arts C in combat.

CONTACTS: The Beast is a current member of X-Factor, and a former member of the Avengers and Defenders. His Contacts with his former employer, Brand Corporation, and with universities where he has acted as a campus speaker, are tenuous at best.

BACKGROUND: Hank's large feet and simian stature were noticable at birth, but Hank led a relatively normal life, even becoming a football star in high school. Recruited into the original X-Men, Hank has since served with the Avengers and Defenders and is now a member of X-Factor. During his brief employment with the Brand Corporation, Hank was further mutated into a blue-furred, ape-like form. He has since been given a more humanoid form through experiments by a former co-worker.

BLACK KNIGHT

Dane Whitman

F	RM(30)	Health: 70
A	EX(20)	
S	GD(10)	Karma: 22
E	GD(10)	
R	GD(10)	Resources: Ex(20)
I	TY(6)	
P	TY(6)	Popularity: 40

KNOWN POWERS:

Body Armor: Black Knight wears a full of chain mail armor, providing him with Good protection from physical attacks.

Unique Weapon—Ebony Sword: Merlin himself forged and enchanted the Black Knight's sword. It is made of Unearthly material strength meteoric iron, and in the Black Knight's hands inflicts 10 points Edged damage, or 16 points Blunt damage with the flat of the blade. The sword has special anti-magical properties, allowing it to deflect spells and energy as if it were a shield of Unearthly Strength, as well as cut through mystic barriers and ensnarements as if they were normal materials. The sword has a blood-curse on it: if the wielder takes a life, he becomes more violent and bloodthirsty (Psyche FEAT to avoid this effect).

Limited Teleport: Through ceremony or complete concentration (red Psyche FEAT), the Black Knight may summon his sword to him or teleport himself to the sword with Class 3000 ability, crossing time and dimensions to do so.

Atomic Steed: Brought back from Mountain by the Beast, this device was repaired by Dane and is used as his mount. The vehicles' stats are:

Control	Speed	Body	Protection
RM	ShX	EX	None

TALENTS: Dane is a Weapons Specialist with his sword (+2CS), and has Horsemanship skills (used to control his Atomic Steed), Whitman is also an accomplished geneticist.

CONTACTS: Black Knight is a member of the Avengers, and a close ally of Doctor Strange. He still has ties to the extra-dimensional realm of Avalon.

BACKGROUND: Dane Whitman inherited the persona of Black Knight from his criminal uncle, Nathan Garrett. Determined to use the Powers of the Ebony Sword for good, Whitman joined the Avengers following a long stay in the 12th century, and is a member of the current team.

BOX

Roger Bochs

F	RM(30)	Health: 210
A	RM(30)	
S	MN(75)	Karma: 40
E	MN(75)	
R	EX(20)	Resources: Ex(20)
I	GD(10)	
P	GD(10)	Popularity: 10/6

KNOWN POWERS:

Body Armor: All of Box's abilities from his Body Armor. When not in his armor, Roger Bochs has the following stats:

F	A	S	E	R	I	P
PR	PR	TY	GD	EX	GD	GD

The armor provides Amazing protection from physical and energy attacks, and Monstrous Resistance to Heat, Cold, and Radiation. Bochs merges physically with the Box armor (takes 1 round). Remaining too long inside Box may cause the merger to be permanent. Make a Psyche FEAT for each hour after the first three to leave the armor.

Flight: Box flies by means of jet-thrusters in the legs, and can fly at Incredible speeds. If used as a weapon, the boots inflict Remarkable damage.

Recovery: The Box armor's internal circuits allow it to regain lost Endurance ranks at a limited rate. In addition, Madison Jeffries, who has the ability to manipulate metals, can repair Unearthly damage to the Box armor.

Computer Link: The Box armor allows the user to tap into available computer hardware with Remarkable ability.

Sensors: Box has active detection gear that ranges from microwave to hard radiation detection. He has Amazing infravision, radar, and radiation detection. His on-board radio has a 200-mile range across all standard bands, and can jam other radio sources within 5 areas with Incredible Intensity.

TALENTS: Roger Bochs is an expert in Electronics. He has Engineering and Repair/Tinkering ability to help build and maintain Box.

CONTACTS: Bochs was a member of Beta Flight and is a current member of Alpha Flight. He is also the owner of Bochs Electronics, a private firm with Remarkable Resources.

BACKGROUND: Handicapped Roger Bochs' plans for a powerful robotic suit came to the attention of James Hudson, who recruited Bochs and his invention into Beta Flight. Box later joined the main team.

CAPTAIN AMERICA

Steve Rogers

F	AM(50)	Health: 140
A	IN(40)	
S	EX(20)	Karma: 60
E	RM(30)	
R	GD(10)	Resources: Ex(20)
I	IN(40)	
P	GD(10)	Popularity: 100/6

KNOWN POWERS:

Unique Weapon—Shield: Cap's chief weapon is a disk made of adamantium and vibranium. The shield is Class 3000 material, and is immune to harm from any damage save that of magic and psionics. Captain America uses this weapon as a shield, though he is still subject to the effects of Stuns and Slams while using it. Captain America may throw his shield up to 3 areas away, inflicting Remarkable damage. One of Cap's established Power stunts is to bounce the shield off a number of hard surfaces and have it return to him the following round.

Motorcycle: Cap's motorcycle is a Davidson Custom Special, built by Jonathan Coulson and further modified by S.H.I.E.L.D. The vehicle has the following stats:

Control	Speed	Body	Protection
GD	RM	TY	None

Captain America wears protective headgear while on the road (lessens damage from crashes by -1CS).

Van: Cap's van is a custom-built van modified by the Wakandan Design Group. The van has the following stats:

Control	Speed	Body	Protection
GD	EX	RM	EX

The van contains first aid kits, a storage area for the cycle, fire fighting equipment, an on-board computer with cruise control, auto-mobile information files, and a terminal which allows him to tap into a national computer net. The van has changeable license plates and a crystal film paint job that allows it to appear red, white, blue, or yellow.

TALENTS: Cap is a Weapons Specialist with his shield, receiving a +2CS in FEATs using it. He is skilled in all the martial arts available, as well as having leadership, artist, and military skills.

CONTACTS: He is a vital member of the Avengers, has a long-standing relationship with the U.S. Army, and is a friend of Nick Fury of S.H.I.E.L.D.

BACKGROUND: At the start of WWII, Steve Rogers was injected with the Super Soldier Formula. An accident at the end of the war froze him in an iceberg and he was later rescued by the Avengers. Cap sees himself as a hero for all of America.

CAPTAIN MARVEL

Monica Rambeau

F	GD(10)	Health: 70
A	EX(20)	
S	TY(6)	Karma: 22
E	RM(30)	
R	TY(6)	Resources: Ex(20)
I	GD(10)	
P	TY(6)	Popularity: 20/5

KNOWN POWERS:

Body Transformation: Energy. Monica can transform her entire body into any form of electro-magnetic energy, including visible light, cosmic radiation, gamma rays, X-rays, ultraviolet and infrared radiation, neutrinos, and microwaves and radio waves. She may perform a number of Power stunts at up to Unearthly ability with these transformations, including:

- Light of Unearthly Intensity
- Invisibility of Unearthly rank
- Projection of intangible illusions of herself
- Transmitting radio messages without a set
- Overloading sensor devices with Unearthly ability
- Passing through objects as X-rays with Unearthly ability (may be blocked by force fields) While in energy form Captain Marvel may not be harmed by physical attacks, but may be hurt by magical attacks, psionic attacks, and energy attacks of the same type as her current energy state. She may shift energy states at will.

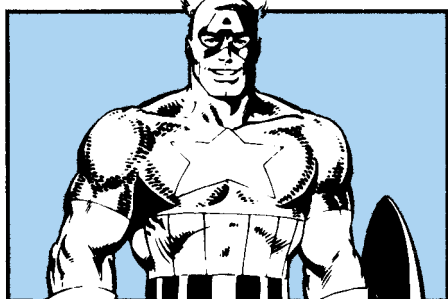
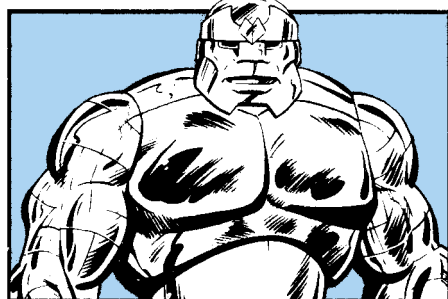
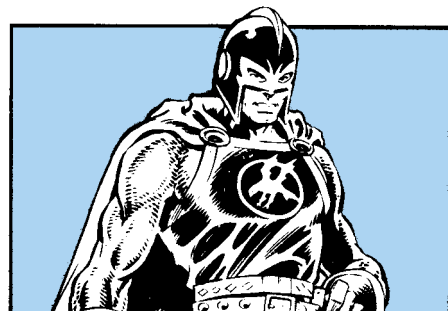
Flight: While in her energy state, Marvel may travel at Class 3000 (near light) speeds. She may move up to 50 areas in a round, but attacking still takes a round.

Energy Attacks: When in an energy state, Captain Marvel may project a concentrated blast of Force or Energy of up to Monstrous strength.

TALENTS: Monica Rambeau has Law Enforcement as a talent.

CONTACTS: Monica Rambeau is a former member of the New Orleans Harbor Patrol. She gained her Powers when rescuing physicist Andre LeClaire, and is a current member of the Avengers.

BACKGROUND: Monica Rambeau gained her Powers when she destroyed a discovery of Prof. LeClaire's that was being used as a weapon. Taking the name Captain Marvel (no relation to the Kree captain), she sought out the Avengers for aid in controlling her Powers, and is now part of the current team.



CLOAK

Tyrone Johnson

F	TY(6)	Health: 76
A	GD(10)	
S	EX(20)	Karma: 36
E	IN(40)	
R	TY(6)	Resources: Fe(2)
I	EX(20)	
P	GD(10)	Popularity: -3

KNOWN POWERS:

Dark Dimension Control: Cloak's of darkness should not be confused with the Dark Dimension, a extra-dimensional realm ruled by Clea. Cloak's darkness is an extra-dimensional space that may or may not be related to the Darkforce. He may ensnare victims in his cloak, plunging them into his dark dimension, with a successful wrestling attack. They may also enter if they make a charging or grappling attack on Cloak. Inside the dimension, the character is confronted with his deepest fears of Amazing Intensity, and in addition loses 1 Endurance rank and 5 points of Health a round. Upon leaving the cloak, the target must make a Psyche FEAT or be paralyzed by fear for 1-10 turns. Health lost by targets is absorbed by Cloak to restore his Health, up to his maximum.

Body Armor: Cloak's non-corporeality provides Amazing protection from physical and energy attacks. He is still subject to magical and mental attacks as normal,

Darkness Generation: Cloak can release his darkness into our dimension, covering up to three areas with Amazing Intensity darkness. Those unable to see in this total darkness and those without light-bearing Powers are -3CS on all FEATS,

Teleport: Cloak may move within his dimension of darkness, effectively teleporting with Unearthly ability and a maximum range of a half-mile. Unless protected by Dagger's light (which "feeds" the hunger of the cloak), those teleported with Cloak are affected by the dimension.

LIMITATION: Cloak's darkness has a hunger for the living light contained in living bodies. His effects on criminals, as well as contributions from Dagger's own Powers, feed this hunger, but if 24 hours pass with no such light, Cloak will have to make a Psyche FEAT against Good Intensity desire to absorb that light from another, criminal or not.

CONTACTS: Cloak is Dagger's partner, and worked with Mayhem. He is not on good terms with Father Delgado.

BACKGROUND: Cloak's origin is similar to Dagger's, and he shares her vigilante attitude (double all Karma awards for preventing/solving drug-related crime).

COLOSSUS

Peter Nikolaievitch Rasputin

F	GD(10)	Health 145
A	GD(10)	
S	MN(75)	Karma 32
E	AM(50)	
R	TY(6)	Resources: Pr(4)
I	TY(6)	
P	EX(20)	Popularity: 0

KNOWN POWERS:

Body Transformation: Peter Rasputin can transform his body into an organic form of osmium steel. His stats while in that form are listed above. His normal abilities are:

F	A	S	E	R	I	P
GD	GD	EX	EX	TY	TY	EX

Peter may transform in a single round. Damage taken in human form carries over into armored form. Damage taken in armored form is healed in transformation, unless Peter's Health in armored form is below 60, in which case that Health is used once transformed. If Peter is stunned or knocked unconscious while in armored form, he reverts to human form. While in armored form, Colossus has minimal need to breathe, and as such can hold his breath for an indefinite time.

Body Armor: Colossus' steel-like hide provides Amazing protection from physical attacks, and Incredible protection from energy attacks.

Resistances: In armored form, Colossus Monstrous Resistance to Fire and Cold, and Remarkable Resistance to Electricity (conductive) and Radiation.

TALENTS: In his career as an X-Man, Colossus has Martial Arts A, B, and Resist Domination skills. He also has artist skill, and paints to relax.

CONTACTS: Peter Rasputin is a member of the X-Men. His little sister, Illyana, is a member of the New Mutants, His exact relationship with the Soviet government of his homeland is unknown,

BACKGROUND: Piotr Rasputin first demonstrated his mutant abilities in adolescence on the Ust-Ordynski collective in Siberia. He was recruited by Professor X to form his second team of X-Men, and has served with the team since then. He has served as the team's strongman since then, but is often plagued by self-doubt as to his abilities and contributions.

CYCLOPS

Scott Summers

F	EX(20)	Health: 76
A	EX(20)	
S	TY(6)	Karma: 80
E	RM(30)	
R	EX(20)	Resources: Gd(10)
I	RM(30)	
P	RM(30)	Popularity: 6

KNOWN POWERS:

Optic Blasts: Summers' eyes constantly emit a ruby-colored beam of pure concussive force from his eyes. These ruby beams inflict Excellent Force damage at a range of 1 area, Using a specially-constructed visor, he may project a beam of up to Amazing Intensity up to three areas distant. This beam can affect a single target or multiple targets. Targets in different areas are treated as multiple attacks and require a Fighting FEAT to hit. Cyclops receives a +2CS to hit with his optic blasts, and may bounce his beam off materials of higher material strength than the current Power rank used as a Power stunt (each target in the path of a multiple "bounce" requires a separate Agility FEAT to hit; one miss negates any other attacks or bounces). Cyclops is invulnerable to his own optic blasts (and the effects of his brother, Havok), but may still be stunned and slammed by them.

TALENTS: Scott is an accomplished Pilot of aircraft. As a member of the X-Men, he has developed Leadership, Martial Arts A and C, and Resist Domination Talents.

CONTACTS: Cyclops has led the present team of X-Men as well as the original team (now known as X-Factor). He is not on good terms with Magneto, the X-Men's current mentor. Scott's father, Alexander Summers, is the leader of a group of intergalactic freedom fighters known as the Starjammers. Scott's brother is the mutant hero Havok, a member of the X-Men.

BACKGROUND: Scott and his brother were pushed out of their parents' plane when it was attacked by a Shi'ar scout ship. The boys had a parachute, but the fall injured Scott, crippling that section of his mind that would later be needed to control his mutant Powers. These Powers surfaced in his teens, and the youth was recruited by Professor X to be the team leader of his X-Men. Scott has served as team leader for both old and new teams. He left the group to marry Madelyne Pryor, who resembled his former love Jean Grey, thought dead. Upon Jean's return, he left his wife to become a member of X-Factor.

DAGGER

Tandy Bowen

F	EX(20)	Health: 76
A	EX(20)	
S	TY(6)	Karma: 30
E	RM(30)	
R	GD(10)	Resources: Fe(2)
I	GD(10)	
P	GD(10)	Popularity: 2

KNOWN POWERS:

Light Generation: Dagger can generate light of Remarkable Intensity, filling up to 2 areas. This light can stun opponents who fail an Endurance FEAT for 1 round, and gives those who are attacking her glowing form a -2CS to hit.

Light Daggers: Dagger can generate and throw daggers of "living light." These daggers inflict Excellent damage, and can penetrate up to Good Body Armor (they have no effect on Body Armor of higher rank). The target must make an Endurance FEAT against Excellent Intensity. Failure indicates unconsciousness for 1-100 rounds and -3CS on all FEATs by the target for 3 days. Success indicates only a -1CS for 1-10 rounds.

Targets hit by these light daggers are purged of foreign substances, provided those substances are not long-term mutations or alterations (no effect on Hulk or Captain America). Individuals with negative Popularity may "repent" while under the effects of the light daggers. This "repenting" reduces negative Popularity to 0, and eliminates any Karma possessed by the target. NPCs' "repentance" is determined by a Psyche FEAT against Excellent Strength.

Dagger may fire up to 4 daggers in a single round at up to 4 separate targets in the same area. She may control the flight of these daggers up to 4 areas away.

TALENTS: Tandy Bowen was a talented dancer before her transformation, and uses her Talents in a unique fighting style that combines Acrobatics, Tumbling, and Martial Arts C.

CONTACTS: Tandy is the partner of Cloak, and the sometime partner of Mayhem, a super-powered vigilante. Dagger and Cloak take refuge in the church run by Father Delgado.

BACKGROUND: Tandy Bowen was a young runaway who was kidnaped and used as a human test animal for a new Maggia drug. This drug modified her body, turning her into a creature of light. As Dagger, Tandy hunts down drug-related criminals and punishes them (double all Karma awards for preventing/ solving drug-related crimes).

DAREDEVIL

Matthew Michael Murdock

F	IN(40)	Health: 110
A	IN(40)	
S	GD(10)	Karma: 91
E	EX(20)	
R	TY(6)	Resources: Pr(4)
I	MN(75)	
P	GD(10)	Popularity: 6

KNOWN POWERS:

Enhanced Senses: Murdock's senses of taste, hearing, and smell have been enhanced to the Monstrous rank. He can identify substances by taste, read raised printing on a page, or track by a specific odor on a Power rank FEAT roll. Overloading these senses (excessive noise, for example) reduces his Intuition by -1CS, and any FEATs against specific attacks are at -2CS. Murdock uses his enhanced hearing in a Power stunt to determine if a character is lying (he listens for an erratic heartbeat) with Amazing ability.

Radar Sense: In addition to his enhanced senses, Murdock has developed an omnidirectional sense that operates as primitive radar. He can "see" three-dimensional images up to 3 areas away, regardless of light conditions. Rapid movements and chaotic conditions reduce this Power and Intuition by -2CS. Daredevil cannot be blindsided.

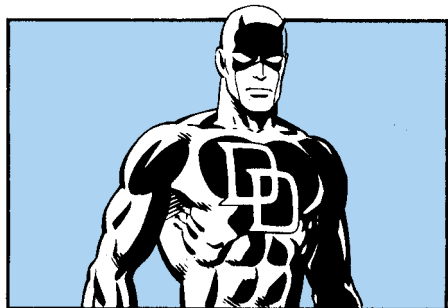
Weapon—Billy Club: Daredevil carries a billy club made of Incredible Strength material that he wields or throws for Excellent Blunt damage. Internal workings that permitted the club to shoot a line have been removed.

LIMITATION: Murdock is blind. He is unaffected by light-based attacks, illusions, and hypnosis for this reason.

TALENTS: Daredevil is a master of Acrobatics and possesses Martial Arts A, B, and E. He is a specialist with his Billy Club and receives a +2CS to hit with it. Though disbarred, Murdock retains his legal training.

CONTACTS: Murdock's old partner, Foggy Nelson, is still active in law, and Murdock is also close to reporter Ben Urich of the Daily Bugle. Daredevil also had extensive contacts in the criminal world, including a small-time hood named Turk Barrett.

BACKGROUND: Matthew Murdock lost his sight in a truck accident involving radioactive material. This accident provided him with his radar sense, which he used to become Daredevil.



DOCTOR STRANGE Stephen Strange

F	GD(10)	Health: 66
A	EX(20)	
S	TY(6)	Karma: 185
E	RM(30)	
R	GD(10)	Resources: Gd(10)
I	MN(75)	
P	UN(100)	Popularity: 10

KNOWN POWERS:

Magical Ability: Doctor Strange is the Sorcerer Supreme of the Earth Dimension. He may use any listed Power as a spell, subject to the limitations of Personal, Universal, and Dimensional energy restrictions. He uses these abilities at the Amazing level, unless otherwise noted as Power stunts. In addition, Doctor Strange regularly uses the following spells:

- *Alteration—Appearance (P)*—as a minor illusion of Amazing Intensity that changes the Doctor's appearance and that of his companions, usually hiding their costumes
- *Astral Projection (P)*—as Power of same name, with Unearthly ability
- *Levitation (P)*—as Power of same name, with Incredible ability
- *Shield—Individual (P)* as Personal Force Field, able to repel magical attacks
- *Telepathy (P)*—as Power of same name, with Unearthly ability
- *Conjure (U)*—a specialized Teleport of Amazing Intensity that brings the item, character, or being to the caster. The being in question may make a Psyche FEAT to avoid the conjuration
- *Eldritch Beams/Bolts (U)*—As Force or Energy Missile weapon, of Amazing power and range
- *Dimensional Aperture (D)*—Creates an opening into, and permits passage to and from, another stated dimension, with Monstrous ability, Requires a FEAT roll only for unfriendly or hostile dimensions or unwilling travelers
- *Mists of Morpheus (D)*—Generates vapors of Monstrous Intensity, which induce sleep in those failing an Endurance FEAT in two areas. Strange is unaffected, unless he chooses to undergo the mists, in which case he sleeps deeply for 1 -10 hours but heals as it three days have passed under full hospital rest
- *Spell of Silence (U)*—Prevents subject of spell from speaking of certain matters or subjects. Only characters of Amazing or greater Psyche may receive a FEAT roll to avoid its effects

Cloak of Levitation: A magical device presented to Dr. Strange by his mentor and later destroyed and reconstructed, the Cloak permits Flight of Shift X Speed (a small spell allows the doctor to breathe at this speed), The Cloak may be commanded to perform discrete actions, and in combat it has Incredible material strength and may act as if it possesses Incredible Strength.

Eye of Agamotto: An occult object contained within an amulet worn by the Doctor and controlled by a psychic link. The Eye has several functions:

- Serves as a combination of all Detection Powers with Class 1000 ability, and in addition reveals illusions, enchantments, and disguises
- Provides a +2CS on all Mental Powers used by the Doctor
- Places one unconscious target in same area in suspended animation (no actions or loss of Health) with Monstrous ability
- Opens a Dimensional Aperture with Unearthly ability

Orb of Agamotto: Another powerful mystic artifact, the Orb has Class 3000 Magic Detection (as the Power), and may be used to view any place known to the user.

TALENTS: Doctor Strange was a noted surgeon before becoming the Sorcerer Supreme, and retains his Medicinal Talents. He is an expert on Occult and Mythological Lore, and has been taught Martial Arts A and E by his manservant, Wong,

CONTACTS: Doctor Strange's mentor was the Ancient One, who has since merged with the universe but on rare occasions has returned to advise. Strange's own pupil Clea is now the ruler of the Dark Dimension. Among the beings that Strange calls upon to work his Dimensional spells are Cyttorak, Raggadorr, the Seraphim, and the Vishanti (Agamotto, Hoggoth, and Oshtur), all of whom are considered Friendly entities for the purposes of conjuration.

BACKGROUND: Stephen Strange was a talented and egotistical surgeon who lost his fine motor skills in a car crash. Sinking into alcoholism, Strange heard of the Ancient One, and sought him out for a cure. Instead, Strange became the Ancient One's pupil and inherited from him the mantle of Sorcerer Supreme. He operates out of Greenwich Village, seeking out magical threats to the Earth dimension.

NICK FURY Nicholas Joseph Fury

F	IN(40)	Health: 100
A	EX(20)	
S	GD(10)	Karma: 50
E	RM(30)	
R	EX(20)	Resources: Am(50)
I	EX(20)	
P	GD(10)	Popularity: 50

KNOWN POWERS:

Body Armor: Nick normally wears a protective vest of Kelvar armor at all times, giving him Typical protection from attacks.

Weapons: Nick uses a variety of weapons available in the S.H.I.E.L.D. armory, including machine pistols and force pistols. His personalized weapon is a needle gun, which shoots a stream of finely honed slivers up to 6 areas away for Excellent damage on the Edged Throwing column. The needle gun contains 300 rounds, is made of Excellent Strength materials, and has mother-of-pearl handgrips.

TALENTS: Fury has acquired a number of talents in his careers in the Military and Espionage fields. He is a Pilot of air and space craft, a demolitions expert (+1CS on all matters involving explosives), is trained in First Aid, is a skilled Marksman, and has Wrestling Talent and Martial Arts A, B, D, and E.

CONTACTS: Nick Fury is the Executive Director of S.H.I.E.L.D. (Supreme Headquarters International Espionage Law-Enforcement Division), an espionage organization with Monstrous Resources. He has ties with various parts of the U.S. Government, as well as old ties with OSS (now CIA), military, and M15 (England's spy organization).

BACKGROUND: Nick Fury first made headlines during World War 11 as a Sergeant and leader of his team of "Howling Commandos." During that time he was injected with the "Infinity Formula" — a serum that has slowed down his aging process so he remains in top form today. Following the war, Fury engaged in numerous military and espionage operations, until he was contacted by a still-mysterious Board of Directors to create and direct S.H.I.E.L.D. Since that time, Fury has remained the head of S.H.I.E.L.D. operations, overseeing an espionage network that includes major bases in most cities in the free world, an orbital space station, and, until recently, a flying fortress known as the Helicarrier. The original was destroyed, but a smaller version, the Behemoth, is still in operation. Fury has recently discovered widespread corruption in his organization, and has been working toward eliminating it.

HAWKEYE

Clint Francis Barton

F	GD(10)	Health: 70
A	RM(30)	
S	GD(10)	Karma: 22
E	EX(20)	
R	TY(6)	Resources: Gd(6)
I	GD(10)	
P	TY(6)	Popularity: 45

KNOWN POWERS:

Enhanced Senses: Hawkeye has Remarkable vision.

Protected Senses: Hawkeye is 80% deaf when not wearing his hearing aids, giving him Excellent protection from sonic attacks but making him unable to hear normal sounds more than one area away,

Unique Weapons—Arrows: Hawkeye's quiver contains 36 shafts, 12 of these are standard shafts (Throwing Blunt — 20 points). 6 are broad-blade heads (Shooting — 20 points), and the remainder may be equipped with specialty heads. Hawkeye has a range of 7 areas, and may call his shots as a Power stunt. His specialty heads are:

- Explosive — Amazing Grenade damage
- Tear Gas — Excellent Intensity, 1 area
- Electro-arrow — Amazing electrical damage
- Smoke Bomb — Covers one area in smoke
- Sonic — Excellent Intensity sonic attack; stuns all in target area for 5 rounds
- Flare — Lights 2 areas with Remarkable Intensity light
- Acid Arrow — Remarkable Intensity
- Cable — Fired 3 areas, Incredible line
- Putty — Remarkable Strength adherence, carries line up to 2 areas
- Bola — Successful hit indicates target grappled by Incredible Strength cable
- Net — Successful hit indicates all targets in area bound by Remarkable Strength net
- Rocket — Range of 15 areas, may use with other heads
- Boomerang — returns to firer in one round

Skymobile: Hawkeye's sky-cycle stats are as listed in the Player's Book.

TALENTS: Hawkeye is a Weapons Specialist with Bow and a Marksman, giving him +3CS with his weapon to hit. He also is trained in Martial Arts A and E.

CONTACTS: Hawkeye is the leader of the West Coast Avengers.

BACKGROUND: Inspired by Iron Man, Hawkeye decided to use his bowmanship for good. The brash bowman has made good, married the hero Mockingbird, and is leader of his own team.

HERCULES

Heracles of Olympus

F	UN(100)	Health: 320
A	EX(20)	
S	UN(100)	Karma: 50
E	UN(100)	
R	GD(10)	Resources: Ty(6)
I	GD(10)	
P	RM(30)	Popularity: 70

KNOWN POWERS:

Body Armor: The natives of Olympus are denser and tougher than the inhabitants of the Earth dimension, Hercules has Excellent protection from physical damage.

Resistance to Fire: Hercules has Excellent Resistance to Fire.

Invulnerability: Like all Olympians, Hercules does not age nor is he susceptible to disease (Class 1000 Resistance to Disease).

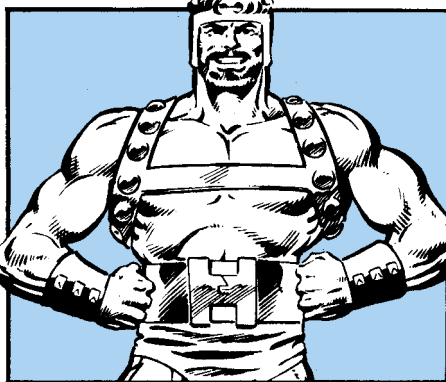
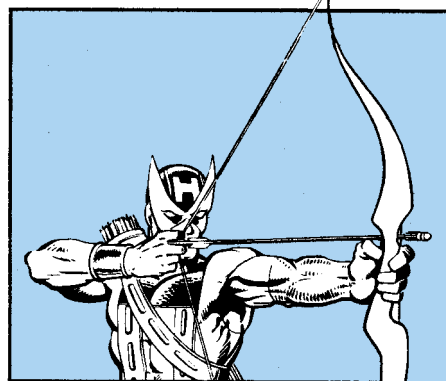
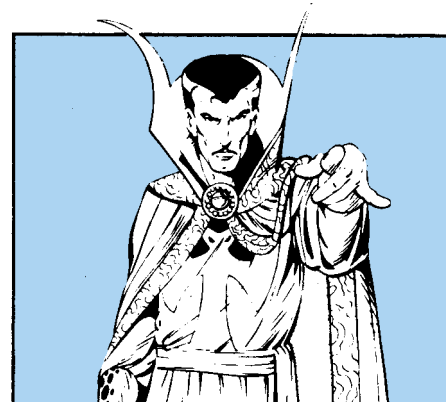
Immortality: Olympians are immortal in this plane, and as such, if reduced to 0 Health and Shift 0 Endurance, do not die. Their Karma reserves (including that in pools with others) are reduced to 0, and they automatically begin healing. In the dimension of Olympus and in other planes, the immortal Olympians (including Hercules) may be slain.

Weapon—Golden Mace: This enchanted adamantine weapon, forged for Hercules by the Olympian Hephaestus, is made of Class 1000 material, and in Hercules' hands inflicts Shift X damage.

TALENTS: Hercules is a master of wrestling, sharp weapons, and blunt weapons, and has a +1CS when using these attack forms. In ancient Greece he was also a master of the Bow, but now has a personal dislike for it,

CONTACTS: Hercules is the son of Zeus, ruler of the extra-dimensional realm of Olympus, home of the Greek "gods." He is a former member of the defunct Champions of Los Angeles and a member of the Avengers.

BACKGROUND: The modern hero Hercules is the same being who was written about in ancient Greece, Son of Zeus and a mortal woman, Hercules performed many tasks before becoming a true immortal in Olympus. Hercules today is a member of the Avengers, and lives for adventure to bestow his "gift" (a mighty punch) on miscreants.



THE HULK

Robert Bruce Banner

F	RM(30)	Health: 215
A	GD(10)	
S	UN(100)	Karma: 38
E	MN(75)	
R	FE(2)	Resources: Fe(2)
I	TY(6)	
P	RM(30)	Popularity: -10/10

KNOWN POWERS:

Body Armor: Hulk's gamma-irradiated skin provides him with Monstrous protection from physical attacks and Amazing protection from energy attacks.

Astral Detection: Hulk may detect beings in the Astral Plane with Unearthly ability.

Invulnerability: Hulk is Invulnerable to Cold, Heat, Fire, and Disease, giving him Class 1000 Resistance to these items,

Leaping: Hulk can leap 40 areas in a single round, with Class 5000 ability.

Adrenaline Surge: The listed abilities are for the Hulk under "normal" circumstances. Hulk's Fighting ability and Strength may be raised by +1CS, to a maximum of Shift Z to hit and damage under special circumstances. Every round Hulk is in combat with the same opponent or group of opponents, he receives this shift. If the opponent or opponents are defeated, Hulk's abilities return to normal in the next round.

Special Detection: For some unknown reason, the Hulk is able to locate the place he was "born" — Desert Base, New Mexico — with Class 3000 ability,

Alter Ego: Hulk has been able to revert to his alter ego, Bruce Banner, in the past, Banner's state are:

F	A	S	E	R	I	P
PR	TY	TY	TY	RM	GD	TY

TALENTS: Hulk has no talents, Banner is an expert in physics and radiation.

CONTACTS: Hulk has no contacts, Banner is the leader of the Hulkbustors, and has close ties with the Avengers and Fantastic Four (the latter through his cousin, Jen Walters). Banner's close friend is Rick Jones.

BACKGROUND: Banner was caught in the blast of the first gamma bomb test, transforming him into a supremely powerful but mindless creature called the Hulk. Banner has been in varying degrees of control of the Hulk, but is currently free of the being, with the result that the Hulk is a rampaging beast.

HUMAN TORCH

Johnny Storm

F	GD(10)	Health: 60
A	EX(20)	
S	GD(10)	Karma: 26
E	EX(20)	
R	GD(10)	Resources: Rm(30)
I	GD(10)	
P	TY(6)	Popularity: 50

KNOWN POWERS:

Body Armor: The Human Torch wraps himself in a sheath of flame that serves as Incredible Body Armor against all material weapons, unless those weapons have a material strength of Amazing or greater. All energy, blunt, grappling, and charging attacks affect Johnny normally, but the attacker may suffer up to Incredible damage if he touches the flaming form,

Generate Fire: Johnny can generate flame over all or part of his body, up to Unearthly Intensity, without difficulty. He can shoot flame up to 3 areas away.

Control Fire: Johnny has Unearthly control over all forms of fire. He may perform a number of Power stunts using this ability, including absorbing heat and flame, producing multiple flaming images, and creating flaming cages.

Invulnerability: Johnny has Class 1000 Resistance to Heat and Flame.

Flight: The Human Torch may fly at up to Excellent speeds (10 areas/round).

Nova Flame: As a Power stunt using his Fire Generation Powers, Johnny can explode in a burst of super-heated flame, inflicting up to 500 points damage to everything in his area, and 150 points in every area up to 5 areas away. His flames are reduced to Feeble for 1-10 rounds afterwards, and unless he makes a red Endurance FEAT, the Torch passes out for 1-10 rounds.

TALENTS: Johnny is an expert mechanic, an authority on automobile design, and a race car driver.

CONTACTS: Johnny Storm is a founding member of the Fantastic Four, and also counts as friends the Avengers and Spider-Man.

BACKGROUND: Johnny Storm was a passenger on the rocket trip that created the Fantastic Four. Normally hot-headed and brash, Johnny was the youngest of the team, but has matured over the years.

ICEMAN

Robert Drake

F	GD(10)	Health: 66
A	GD(10)	
S	TY(6)	Karma: 20
E	RM(30)	
R	GD(10)	Resources: Ty(6)
I	PR(4)	
P	TY(6)	Popularity: 6

KNOWN POWERS:

Ice Generation: Iceman has Ice Generation abilities of Remarkable level, allowing him to generate ice in any region with sufficient water vapor (including desert terrain). Drake can perform a number of Power stunts.

- Create Shields of Remarkable protection
- Create Weapons of Remarkable material strength. Wielding such a weapon, Drake is +1CS to damage, making either an edged or blunt attack.
- Create structures and supports of Remarkable material strength. These ice-constructs have a basic lifespan of 5 rounds (4 rounds in hot weather, 15 rounds in cold) +1-10 rounds,
- Project Cold with Remarkable ability, up to 3 areas distant
- Create areas of Remarkable Intensity slickness

Invulnerability: Drake has Class 1000 Resistance to Cold, Body Armor: By "icing up," Bobby provides Remarkable protection for himself from physical attacks. He has Good protection from energy attacks, but heat and fire-based attacks weaken his armor by the rank number of the attack.

Movement: By creating ice slides, Bobby can move at 4 areas/round (Typical ground speed).

TALENTS: Bobby is skilled with thrown weapons (+1CS to hit, usually snowballs). He also has training as an accountant.

CONTACTS: Iceman is a member of X-Factor, and a former member of the Champions of LA and the Defenders.

BACKGROUND: Iceman's mutant abilities surfaced in adolescence, and he became the youngest of the original X-Men. Since then he has served in a number of teams. He is more wary now of creating massive ice constructions, from the damage their weight and melt-off can cause.

INVISIBLE WOMAN

Susan Storm Richards

F	GD(10)	Health: 46
A	GD(10)	
S	TY(6)	Karma: 40
E	EX(20)	
R	GD(10)	Resources: Rm(30)
I	EX(20)	
P	GD(10)	Popularity: 50

KNOWN POWERS:

Invisibility: Sue Richards can make herself invisible with Excellent rank ability. She has performed the following Power stunts a number of times: Made others invisible, made portions of an object invisible, and made invisible things visible. No Karma needs to be spent for these stunts.

Force Fields: The Invisible Woman can form a projected Force Field of Monstrous Strength over one area, reduced by -1CS in strength for each additional area it encompasses. The Invisible Woman may project her force field around herself or others, and can soften it to create a cushion that can absorb up to Monstrous damage. Unless the field is mentally braced (1 round), Sue suffers a Stun and Slam results of attacks on the field. The field drops if Sue is incapacitated.

Flight: This is an established Power stunt of Sue's Force Field Power. By creating a column of invisible force beneath her and allowing that column to topple and elongate, Sue can "fly" at 2 areas/round. She may carry others with her, up to a total weight of 10 tons.

TALENTS: Susan has Performer abilities, and, due to the nature of her Powers, Martial Arts E.

CONTACTS: Susan is a founding member of the Fantastic Four, and in addition has close ties with the Avengers (who put up the group when the Baxter Building was destroyed) and the Sub-Mariner (who still carries a torch for Mrs. Richards).

BACKGROUND: Sue Storm was a passenger on the flight that gave the Fantastic Four their cosmic-ray-derived Powers. First as the Invisible Girl, and more recently as the Invisible Woman, Sue has been the backbone of the team. She is married to Reed Richards and they have a son, Franklin.

IRON MAN

Anthony Stark

F	EX(20)	Health: 165
A	RM(30)	
S	IN(40)	Karma: 66
E	MN(75)	
R	IN(40)	Resources: Ex(20)
I	EX(20)	
P	TY(6)	Popularity: 20

KNOWN POWERS:

All of Iron Man's Powers derive from his state-of-the-art armor, Tony Stark's normal stats are:

F	A	S	E	R	I	P
TY	TY	PR	TY	IN	EX	TY

Body Armor: The Iron Man Mark VI armor is made of Remarkable Strength material stiffened by a personal force field. This armor provides Amazing protection from physical attacks, Incredible Resistance to Corrosives, Amazing Resistance to Heat and Cold, Monstrous protection from energy attacks, and Unearthly protection from radiation and electrical attacks.

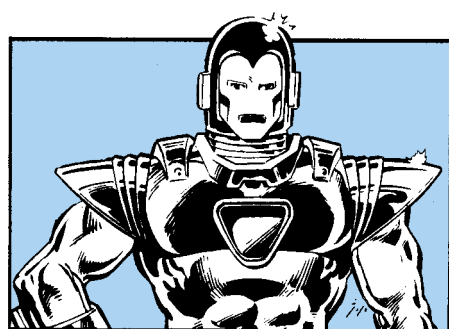
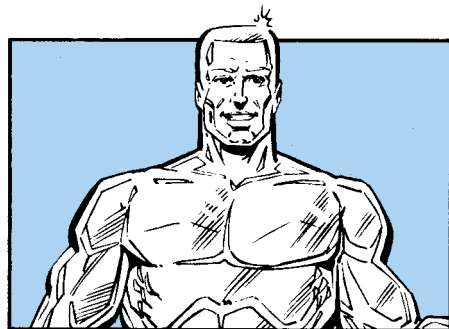
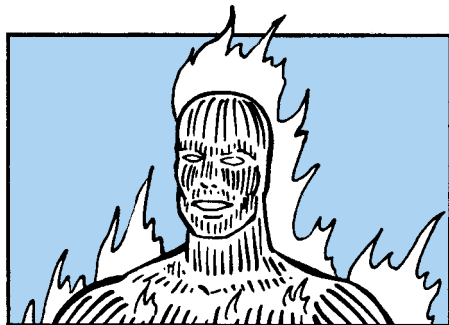
Force Field: In addition to the force field stiffening the armor, energy may be shunted from other systems to provide the suit with a personal force field of Monstrous protection from physical damage and Unearthly protection from energy damage.

Flight: The armor generates an anti-gravity field. Stark uses thrusters in the boots and backpack for steering. The armor can exceed Mach 1 speeds, and is considered to move at Shift X speed, a maximum of 50 areas per round flying in clear areas. The boot thrusters may be used as weapons, inflicting Remarkable damage at a range of 1 area,

Repulsors: The main armament of the suit is a pair of medium density plasma projectors, located in the gauntlets, which may inflict up to Amazing damage at a range of 10 areas.

Pulse-Bolts: An intensified and experimental version of the repulsors, the pulse bolts inflict Monstrous damage at a range of 10 areas.

Disruptor Field: A secondary weapon system projected from the gauntlets, with a range of 2 areas, this is a wide spectrum electromagnetic/gravitic beam that disrupts electrical devices with Remarkable Intensity.



Energy Absorption: Up to 400 points of energy damage may be absorbed and stored for up to 4 rounds, and redirected through any available weapons systems as Monstrous damage or Intensity. Retaining such energy beyond 4 rounds requires an Endurance FEAT, or there is an involuntary discharge, inflicting Good damage to all within one area (including the wearer, whose Body Armor is ineffective in this case).

Protected Senses: The armor provides Amazing protection from sonic and light-intensity attacks. Polarized lenses drop over the eye slits in event of a light-based attack, causing one round of blindness (no other effects).

Chest-beam: Another weapons system, this one mounted in the front of the chest, can perform several functions: Remarkable Intensity light, Energy beam of Amazing damage, or Thermal (energy) beam of Incredible Intensity. All functions have a range of 3 areas.

Air Supply: The suit has an internal air supply that will last up to 2.5 hours.

ECMs: The armored suit has Remarkable protection from electronic detection, and Unearthly protection against hostile signals (including disruption beams). A holographic projector provides Remarkable Blending ability (as the Power).

LIMITATION: Tony Stark is an alcoholic, though is currently not drinking.

TALENTS: Stark is skilled in Electronics and Business, and has Engineering skill as well, which he uses to test new devices.

CONTACTS: Iron Man is a founding member of the Avengers, and Stark supports the organization through a trust fund in his late mother's name. He is the former head of Stark International (disposition of that corporation is undisclosed), has set up a now aero-space company on the West Coast, has long-running contacts with S.H.I.E.L.D. through its director, Nick Fury, and is a well-known figure among the jet set.

BACKGROUND: Tony Stark was wounded by Communist insurgents in Southeast Asia, and built the first suit of Iron Man armor to save his own life. Since then the armor has been modified through 6 distinct models, though additional tinkering is always being done. The current suit is a recent development, following a period when Stark slid deeply into his alcoholism and passed his armor to another.

MAGNETO

Real Name Unrevealed

F	GD(10)	Health: 125
A	RM(30)	
S	GD(10)	Karma: 100
E	MN(75)	
R	IN(40)	Resources: Am(50)
I	GD(10)	
P	AM(50)	Popularity:

KNOWN POWERS:

Magnetic Control: Magneto manipulates iron and iron-based alloys with Unearthly ability. He has used this ability to perform a variety of Power stunts.

- Scrambling non-sentient machinery with Unearthly ability
- Inflicting Shift X (126) damage to sentient iron-based or alloyed characters
- Detect magnetic fields with Monstrous ability
- Use metal objects to attack or enwrap others (damage no greater than material strength of the object manipulated)
- Use magnetic fields to manipulate non-ferrous objects, with Monstrous ability

Energy Control: Magneto may manipulate other forms of energy to a lesser degree. He has in the past manipulated light, heat, radio waves, X-rays, and gamma rays with Monstrous ability and effects, but rarely does so.

Force Field: Magneto may use his magnetic Powers to project a force field of Unearthly strength over one area. Magneto may use his magnetic and energy Powers through this force field.

Flight: By manipulating the magnetic/gravitic lines of force, Magneto may fly at Remarkable (15 areas/round) speeds.

TALENTS: Magneto's Reason is +1CS in matters of Electronics and Genetics. In addition, he has Engineer talent, allowing him to construct new devices.

CONTACTS: Magneto has cut most of his previous criminal contacts. He is a member of the X-Men and the mentor of the New Mutants.

BACKGROUND: Magneto began his career with the intention of protecting the mutant minority by dominating the human majority. The XMen repelled several of his attempts. Coming to realize that his actions increased the fear and hatred of mutants, Magneto has changed his approach and has inherited the X-Men and New Mutant teams from Charles Xavier.

MARVEL GIRL

Jean Grey

F	GD(10)	Health: 56
A	GD(10)	
S	TY(6)	Karma: 80
E	RM(30)	
R	GD(10)	Resources: Ty(6)
I	EX(20)	
P	AM(50)	Popularity: 0

KNOWN POWERS:

Telekinesis: Jean has telekinetic Powers of Incredible Intensity, allowing her to move objects of up to 10 tons by force of her mind. She can also perform precise detail work. Power stunts she has exhibited using this ability include:

- Flight at Remarkable speed by levitating herself and others
- Levitation of others as an attack (Strength FEAT to avoid if opponent is able to hold on to something)
- Using objects as thrown weapons with Incredible range and inflicting Incredible or material strength damage, whichever is less

Force Fields: By telekinetically deflecting attacks, Marvel Girl simulates a force field that provides Incredible protection from energy attacks and Excellent protection against physical attacks. She must will such a field into being, and it lasts as long as she concentrates on it.

Force Bolts: By projecting a wave of telekinetic force, Jean can inflict up to Incredible Force damage up to 3 areas away.

TALENTS: As a former X-Man, Jean has Resist Domination talent. In her brief periods when not a hero, she was a fashion model.

CONTACTS: Jean is a member of X-Factor. Her former contacts from before the appearance of Phoenix are negated and must be regained.

BACKGROUND: Jean Grey's mutant abilities were awakened early by trauma, and the girl was trained by Professor Xavier before the formation of his X-Men. She later joined that team and served as a mutant heroine alongside Iceman, Beast, Angel, and Cyclops. On one mission with the "new" X-Men, Jean chose to pilot a rescue shuttle through a solar radiation storm. The shuttle crashed in Jamaica Bay, and while most of the team survived, Jean was apparently reborn as Phoenix. Actually, this was an alien energy force that used Jean's body and mind as a template. After Phoenix's death, the energy cocoon protecting Jean was discovered by the Avengers who released Jean. Her telepathic abilities were lost. Jean has been instrumental in the reforming of the original X-Men as X-Factor.

MISTER FANTASTIC

Reed Richards

F	GD(10)	Health: 42
A	TY(6)	
S	TY(6)	Karma: 100
E	EX(20)	
R	AM(50)	Resources: Rm(30)
I	EX(20)	
P	RM(30)	Popularity: 50

KNOWN POWERS:

Plasticity: Mr. Fantastic has a pliable, malleable body, giving him Plasticity of Monstrous rank. He may use this Plasticity for a number of Power stunts, including Imitation at Incredible rank ability and Leaping (rather, bouncing) with Amazing ability.

Elongation: Mr. Fantastic may also stretch his body up to 5 areas away (Shift X ability). He may attack non-adjacent foes in this fashion.

Body Armor: Mr. Fantastic's malleable form serves him as natural Body Armor of Remarkable protection against physical attacks and Good protection against energy attacks.

TALENTS: Reed Richards is an expert in the fields of Electronics and Physics. He is also, through long experience, an expert on dimensions and dimensional travel (+1CS on all FEATs involving dimensional travel). Finally, he is a world-class inventor (Engineering Talent).

CONTACTS: Reed Richards is a founding member and current leader of the Fantastic Four, and is on excellent terms with the Avengers. Reed's father, Nathaniel Richards, is ruler of a kingdom in another dimension.

BACKGROUND: Reed Richards was a brilliant scientist who invested the bulk of his fortune in an experimental star drive of his own design. When complimentary government funding was threatened, Reed launched the ship early, despite warnings on the strength of the shields and cosmic radiation, with a crew of Ben Grimm, Reed's fiancée Sue Storm, and her brother Johnny. The ship encountered heavy cosmic radiation, which pierced the shields and transformed the crew into the Fantastic Four. Determined to use their powers for the common good, the FF are the oldest super-hero group still in existence. Reed is the chairman of Fantastic Four, Inc., husband of the Invisible Woman, and has a son, Franklin.

MOCKINGBIRD

Barbara Morse Barton

F	EX(20)	Health: 56
A	EX(20)	
S	TY(6)	Karma: 32
E	GD(10)	
R	EX(20)	Resources: Ty(6)
I	TY(6)	
P	TY(6)	Popularity: 30

KNOWN POWERS:

Body Armor: Mockingbird's costume is made of Kevlar armor backed by woven Beta cloth. it provides Excellent protection from physical attack and Good Resistance to Fire.

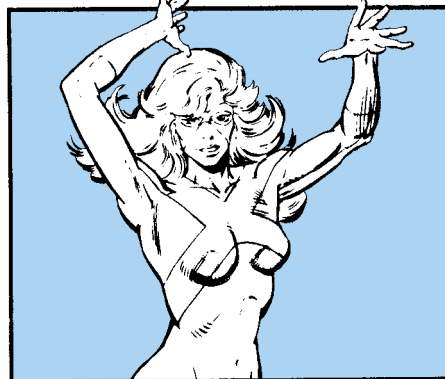
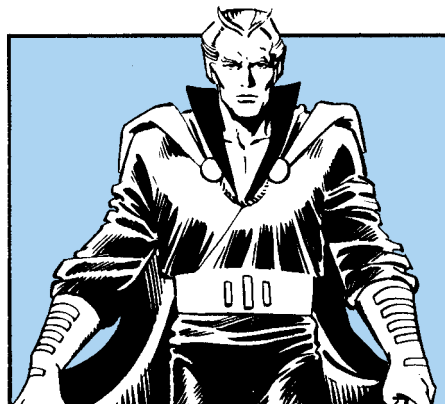
Unique Weapons — Battle Staves: Morse carries a pair of hollow steel-alloy poles in holsters on her forearms. She receives a +2CS to hit with these poles. The poles are made of Remarkable material, and may be used in a number of ways.

- Blunt weapons inflicting Good damage
- Blunt thrown weapons, range of 4 areas, Good damage
- Fired from springs in the forearms up to 3 areas away, inflicting Excellent damage. She may bounce them off solid objects and have them return as a Power stunt.
- Telescoped and fitted together, they form an 8-foot-long vaulting pole.

TALENTS: Mockingbird is knowledgeable in Biology, Law Enforcement, and Detective/Espionage Talents. In combat, she uses Acrobatics, Martial Arts B and C, and, as noted above, is a Weapons Specialist with her staves.

CONTACTS: Mockingbird is a former operative of S.H.I.E.L.D., and a current member of the West Coast Avengers.

BACKGROUND: Barbara Morse was recruited by S.H.I.E.L.D. soon after her graduation. Soon suspecting corruption in the spy organization, she adopted the identity of Huntress (later Mockingbird — for a CIA operation involving Nick Fury), to seek out that corruption. Following her revelations and reorganization at S.H.I.E.L.D., Bobbi became a free agent. On one mission she crossed weapons with Hawkeye, the two fell in love, and eloped. Mockingbird is now a member of the West Coast Avengers.



NIGHTCRAWLER Kurt Wagner

F	EX(20)	Health: 106
A	AM(50)	
S	TY(6)	Karma: 50
E	RM(30)	
R	GD(10)	Resources: Pr(4)
I	EX(20)	
P	EX(20)	Popularity: 0

KNOWN POWERS:

Teleportation: Nightcrawler may teleport with Shift X ability, with a range of 3 miles north/south and two miles east/west or vertically. Teleports at these limits require an Endurance FEAT to avoid exhaustion and disorientation (no actions for 1 -10 rounds). Teleporting into a solid object results in that object inflicting material strength damage as an Edged attack. Nightcrawler's Power stunts include:

- Multiple 'ports, allowing him to attack more than one non-adjacent target in the same area. Consider as Multiple Attacks, using Power rank instead of Fighting to determine success.
- Carrying others. Those being carried must make an Endurance FEAT versus Excellent Endurance to avoid being knocked out for 1-10 rounds. The X-Men may teleport with Kurt (1 per round) without harm. Kurt's teleports are accompanied by a sulfurous smell and a bawling noise.

Prehensile Tail: Kurt may use his tail as a third hand with normal Agility.

Wall-crawling: Kurt adheres to surfaces with Amazing ability.

Blending: This Power is only used in dark areas, where Nightcrawler's indigo skin cannot be seen.

TALENTS: Kurt Wagner is a master of Tumbling and Acrobatics, in addition to Martial Arts C and Resist Domination talents learned as an X-Man. He also has First Aid, Electronics, Repair/Tinkering, and Sharp Weapons (prefers the epee) talents.

CONTACTS: Kurt Wagner is a member of the X-Men, but maintains a love of (and contacts with) the circus world. He has recently left his childhood sweetheart, but rescued the new Queen of Ruritania (Amazing Resources) soon afterwards.

BACKGROUND: Wagner was rescued from an irate mob by Professor Xavier to be a part of his "new" X-Men, and has served with the team ever since, including a brief stint as leader.

NORTHSTAR Jean-Paul Beaubier

F	EX(20)	Health: 90
A	EX(20)	
S	EX(20)	Karma: 22
E	RM(30)	
R	TY(6)	Resources: Ex(20)
I	TY(6)	
P	GD(10)	Popularity: 10/20

KNOWN POWERS:

Flight: Northstar can fly at near-light Speed (Class 3000), though in atmosphere he normally restricts that movement to Shift Z (200 areas/round, or 16 areas/round in cluttered areas). While in flight Northstar has Excellent Body Armor.

Rapid Attacks: Northstar can land multiple blows against the same target, gaining a +3CS shift to damage and stunning (but not slamming) with that Intensity. (Treat Slam results as Stuns.)

LIMITATION: Contact with his sister negates use of his Powers. In addition, sudden contact forces an Endurance FEAT for both or they become unconscious. Both effects last 1-10 rounds.

TALENTS: Jean-Paul is a world-class championship skier.

CONTACTS: Jean-Paul was a founding member of Alpha Flight. In addition, in his early years he was a member of a "free Quebec" Separatist movement.

BACKGROUND: Jean-Paul was separated from his twin sister Jeanne-Marie at an early age, and grew up without having been told about her. Jean-Paul discovered his mutant Power in his teens, and used his ability to shift the kinetic motion of his atoms in one direction to win several medals and trophies in championship skiing. His records caught the attention of James Hudson, who deduced that Northstar was a mutant and recruited him into Alpha Flight. Northstar, a vain, pompous, and pretentious individual, remains with the team mainly because of his love for his rediscovered sister, Aurora, and concern for her physical and mental health.

PHOENIX Rachel Summers

F	GD(10)	Health: 70
A	GD(10)	
S	GD(10)	Karma: 115
E	IN(40)	
R	GD(10)	Resources: Pr(4)
I	RM(30)	
P	MN(75)	Popularity: 0

KNOWN POWERS:

Telekinesis: Phoenix may move objects with Monstrous telekinetic strength, which encompasses both fine motor skills (manipulation of small items) and gross motor skills (throwing large objects). A frequent Power stunt is to form a Telekinetic Force Field of Amazing Strength.

Force Bolts: Using her telekinetic abilities to form bolts of pure force, Rachel may strike targets with up to Amazing damage and range. These bolts strike on the Force column.

Mental Screen: Similar to the Psi-Screen, this form of protection provides Amazing protection from mental and emotion-based attacks.

Telepathy: While not on par with Xavier, Rachel is an accomplished telepath, with Amazing ability. Power stunts she has used in the past include Mental Probes, manipulation of recent memories, and telepathically linking a team's minds.

Mutant Detection: Similar to Xavier, Rachel can detect mutant brain wavelengths with Amazing range and ability. This ability made her useful in her dimension as a mutant-hunting "hound."

TALENTS: Her experiences in her own world have taught Rachel Acrobatics, as well as Martial Arts C and E. She has the Resist Domination ability as well.

CONTACTS: Rachel is a member of the X-Men, and may still maintain some contacts in the underground of her home world, should it still exist.

BACKGROUND: Rachel is a native of an alternate timeline, the daughter of Jean Grey and Scott Summers. In that timeline, the Sentinels were reactivated and took over North America. The remaining X-Men died trying to stop them, but Rachel was sent into our dimension to prevent it from happening again. Rachel is a member of the X-Men, and is rather high strung, not only because she is among people she knows are dead in her timeline, but because the past is not the same here as in her world, and her parents are unaware of her.

PROFESSOR X Charles Xavier

F	PR(4)	Health: 50
A	GD(10)	
S	TY(6)	Karma: 165
E	RM(30)	
R	IN(40)	Resources: Rm(30)
I	AM(50)	
P	MN(75)	Popularity: 10

KNOWN POWERS:

Telepathy: Charles Xavier is one of the world's most powerful telepaths, with Unearthly Power rank ability. Due to a shift in the world's magnetic field, his Powers are slightly reduced, but he can contact the minds of others and read their surface thoughts at a range of 250 miles without difficulty. He can alter the thoughts of other beings (he is loathe to do so — he loses all personal Karma if this occurs), as well as generate mental illusions and induce imaginary paralysis in sentient beings, all with Unearthly ability.

Mental Bolts: In combat, Xavier uses bolts of mental energy that attack with a range of 2 areas, and inflict up to Unearthly damage on the Force column. This form of attack ignores Body Armor but not Force Fields.

Mutant Detection: Mutants project a distinct mental wavelength to which Xavier is attuned. Unaided, his Mutant Detection has Monstrous range and ability. Enhanced by his Cerebro machine, that range is worldwide. Xavier can identify those mutants who are known to him.

Astral Projection: Xavier can enter the astral state with Monstrous ability.

Psi-Screen: As the world's premier telepath, Xavier has a psi-screen of Shift Z. In addition, he teaches his students the Resist Domination skill to increase their own survival chances.

TALENTS: Xavier is skilled in Electronics, and is considered an expert in Genetics. He has Engineering ability.

CONTACTS: Professor X is the mentor of the New Mutants and X-Men, though he is currently working with the Starjammers and his ladylove, empress Lilandra of the Shi'ar. A former love is research geneticist Moira MacTaggart.

BACKGROUND: Professor X formed the original X-Men as a group of mutants banded together for their own protection and to offset public fears of a "mutant menace". Xavier is currently fighting alongside the Starjammers, leaving care of his charges to Magneto.

PUCK Eugene Judd

F	RM(40)	Health: 90
A	EX(20)	
S	GD(10)	Karma: 56
E	EX(20)	
R	TY(6)	Resources: Ty(6)
I	EX(20)	
P	RM(30)	Popularity: 6

KNOWN POWERS:

Mystic Prison: Puck's body and psyche are the prison of a powerful magical being known as Razer. This is a Class 1000 mystic spell. Razer cannot escape without Judd's permission. Razer can make his presence known by inflicting pain on Judd (Psyche FEAT to avoid being unable to perform other actions in that round). Should Razer escape his prison, his stats are:

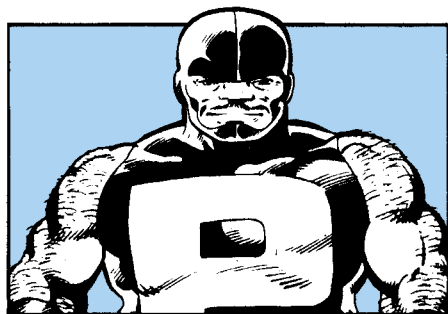
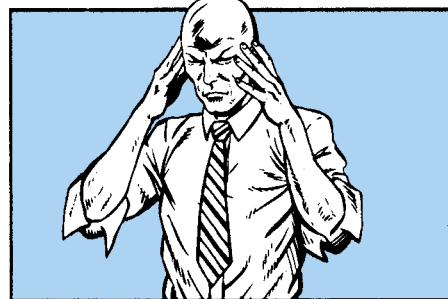
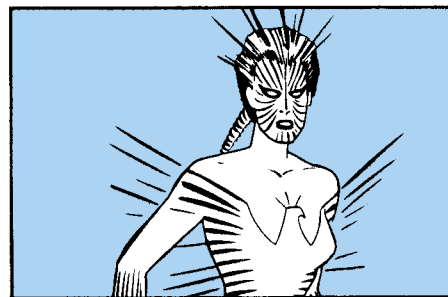
F	A	S	E	R	I	P
MN	EX	GD	MN	TY	TY	MN

Razer has Amazing Body Armor in his gaseous form, Remarkable Darkness Generation, and wields an ebony blade that reduces Endurance by one rank and reduces the target in size by half a foot each time it strikes. Once released, Puck returns to his 7 foot stature and true age, and Razer may be recontained on a successful Psyche FEAT by Judd. While containing Razer, Judd does not age or does very slowly.

TALENTS: Judd has picked up a number of talents in his long and checkered adventuring career, including Tumbling, Acrobatics, Occult Lore, Languages, and Martial Arts B, C, and D. He also has a unique fighting style involving spinning himself in cartwheels and charging the opponent. When making this attack, Puck makes a Charging attack using his Fighting Ability +1CS, and inflicts Endurance damage. Judd also has Detective/Espionage abilities.

CONTACTS: Judd's early contacts in the field of espionage are not revealed, nor are his present standings with them. Judd rose through the ranks of Gamma and Beta Flights, and is now a member of Alpha Flight.

BACKGROUND: Puck is the oldest member of Alpha Flight, though he is apparently ageless as a result of his curse. In 1939 he sought to steal the Black Blade of Bagdad, unaware it was a mystical prison for Razer. Accidentally freeing Razer, Puck sacrificed himself to become a living container for Razer's force. Since then, the now diminutive Judd has served various masters, finally ending up a recruit in Department H. Having risen through the ranks, Judd is now a member of Alpha Flight.



ROGUE

Real Name Unrevealed

F	GD(10)	Health: 90
A	EX(20)	
S	AM(50)	Karma: 20
E	GD(10)	
R	TY(6)	Resources: Pr(4)
I	GD(10)	
P	PR(4)	Popularity: 0

KNOWN POWERS:

Power Absorption: Rogue absorbs the Powers, memories, and Talents of other beings on flesh-to-flesh touch. She cannot control the absorption, and it occurs automatically against beings of less than Unearthly Psyche. Each round of contact results in 4 rounds of possession, during which time the target is unconscious. Contact beyond 1 round is dangerous: Rogue must make a Psyche FEAT to avoid effecting a permanent transfer. Failure of that FEAT results in the target's mind and Talents being wiped clean, and the target's Powers and persona are permanently Rogues. As a result, Rogue's Psyche drops one rank: should that Psyche reach 0, she ceases to be available as a Player Character. If Rogue affects multiple victims, she may take the best Powers and abilities. She may absorb body modifications such as wings and tails. She may not affect energy creatures or those protected by artificial Body Armor.

Flight: Rogue has Excellent flight abilities, and can move 10 areas/round.

Body Armor: Rogue's flesh has Incredible protection against Physical attacks and Excellent protection against Energy attacks.

Combat Sense: Rogue has a Seventh Sense of the Incredible rank, that may be used instead of Intuition in combat situations. Rogue cannot be blindsided.

Psi-Screen: Multiple conflicting personalities give her a Class 1000 Psi-Screen.

LIMITATION: Rogue's Flight, Body Armor, and Seventh Sense abilities were originally Ms. Marvel's, whom Rogue permanently drained.

TALENTS: Ms. Marvel had the following talents: Military, Journalism, and Detective/Espionage. In addition, Rogue has Martial Arts E.

CONTACTS: Ms. Marvel had Contacts in S.H.I.E.L.D. Rogue is a member of the X-Men, and a former member of the Brotherhood of Evil Mutants (now the Freedom Force).

BACKGROUND: Rogue left Mystique's Brotherhood and sought out Professor X to help her control her Powers, and has remained with the X-Men since then.

SHADOWCAT

Katherine Pryde

F	EX(20)	Health: 56
A	GD(10)	
S	TY(6)	Karma: 46
E	EX(20)	
R	RM(30)	Resources: Ty(6)
I	GD(10)	
P	TY(6)	Popularity: 0/10

KNOWN POWERS:

Phasing: Kitty can move her body out of phase with her surroundings with Incredible ability, allowing her to pass through solid objects. The amount of time she may remain out of phase is the length of time she can hold her breath. Shadowcat cannot be harmed when phasing by physical and most energy attacks, but can be harmed by multi-dimensional, magical, psionic, or out-of-phase attacks. Force fields require a FEAT roll to pass through. Kitty has developed a number of stunts using this Power.

- Moving on air as if solid ground. May engage in normal movement regardless of lack of floors.
- Disruption of electrical equipment. Non-sentient equipment is disrupted on a Power rank FEAT roll. Sentient electronic beings must make an Endurance FEAT or be knocked out for 1-10 points and suffer 30 points of damage. Battle-suits, computers, and other systems with back-up systems are out for 10 rounds.
- Reduce others to out-of-phase status, on touch. They remain out-of-phase as long as she is in contact with the character.
- Wielding out-of-phase objects as weapons, then letting go, bringing them into phase. Such objects will inflict material strength damage on the target, rolled on the Edged Attack column, regardless of the type of weapon.

LIMITATION: Kitty is near-sighted. Anything beyond 3 areas is blurry and indistinct. She has yet to get corrective lenses.

TALENTS: Kitty is a computer whiz and hacker par excellence, receiving a +1CS on matters of computers. In her training with the X-Men, she has developed Martial Arts C, E, and Resist Domination Talent.

CONTACTS: Kitty is a member of the X-Men, and has contacts with the New Mutants via her roommate, Magik. Her boon companion is an alien dragon named Lockheed.

BACKGROUND: Kitty Pryde was recruited into the X-Men following the death of Phoenix. The youngest of the X-Men, she has proved her worth to the team time and again.

SHAMAN

Michael Twoyoungmen

F	GD(10)	Health: 50
A	GD(10)	
S	GD(10)	Karma: 110
E	EX(20)	
R	EX(20)	Resource: Ex(20)
I	AM(50)	
p	IN(40)	Popularity: 20

KNOWN POWERS:

Spirit Magic: Shaman has magical Powers of Amazing level, but is limited strictly to Dimensional energies spells and entreaties. He may only cast spells by appealing to specific Indian and Inuit spirits. More specifically, he may only appeal to spirits for Powers that those spirits naturally possess (asking house spirits for information about the house, wind spirits for the Power of Flight). Finally, he may only appeal to a particular spirit or group of spirits once in 24 hours. Shaman has no Contacts among these spell-granting spirits, and must deal individually with them, but as long as he has his familiar, only Hostile spirits will attack him.

Eagle Crest: Shaman's hat transforms into the shape of an eagle, which acts as a familiar. The spirit eagle may fly at Monstrous speeds, and enter the Astral Plane. Non-hostile spirits will not attack Shaman (as the result of a failed entreaty) as long as the eagle is present. The eagle's stats are as those of a normal bird, but it cannot be slain.

Spirit Staff: By means of this staff Shaman may battle beings in the astral, spirit, or other planes, including out-of-phase and intangible beings. The staff has Monstrous material strength, and in Shaman's hands inflicts Excellent damage, ignoring Body Armor.

TALENTS: Doctor Twoyoungmen retains his medical training, and in addition is a master of mystic lore, in particular lore concerning Canadian and Inuit (known as Eskimo) tribes.

CONTACTS: Shaman is a founding member of Alpha Flight and the father of Talisman. His mystic abilities have given him the contacts of the Inuit Pantheon, as he helped deliver Snowbird into this dimension. The Inuit Pantheon is trapped behind a mystic force field and cannot directly interact with humans.

BACKGROUND: Physician Michael Twoyoungmen turned to the mystic sorcery of his ancestors when his medical skills failed to save the life of his wife. Following a crisis of his faith, he has returned with new abilities.

SHE-HULK Jennifer Walters

F	RM(30)	Health: 175
A	EX(20)	
S	MN(75)	Karma: 36
E	AM(50)	
R	TY(6)	Resources: Ex(20)
I	GD(10)	
P	EX(20)	Popularity: 30

KNOWN POWERS:

Body Armor: She-Hulk's gamma-ray-thickened hide gives her Incredible Body Armor, with Excellent protection from energy attacks.

Leaping: She-Hulk's powerful legs give her Shift Z Leaping ability, able to leap 4 areas areas in a single bound.

Resistances: She-Hulk has Amazing Resistance to Heat and Cold, and Excellent Resistance to Disease.

Alter Ego: (No longer in use) She-Hulk had the ability to transform herself from her green-hued state to Jennifer Walters. She had more recently chosen to remain in She-Hulk form, and was locked in that form when she prevented the nuclear core of the crashed S.H.I.E.L.D. Helicarrier from exploding. Jennifer Walters' stats were:

F	A	S	E	R	I	P
TY	TY	PR	GD	GD	GD	TY

TALENTS: She-Hulk retains her knowledge of the law from before her transformation, and in addition is training in Martial Arts C.

CONTACTS: A native of California, Jen Walters is still a member of the bar (legal system), and her father is Sheriff of Los Angeles County. She is a joint member of both the Fantastic Four and Avengers, and remains close to her cousin Bruce Banner (the Hulk).

BACKGROUND: Attorney Jennifer Walters was shot by hoods and saved from death only by an emergency transfusion from her cousin, Bruce Banner. Banner's gamma-irradiated blood affected Walters, turning her into the She-Hulk. Though branded a menace initially, SheHulk eventually cleaned up her reputation and established herself as a hero alongside the Avengers and Fantastic Four.

SILVER SURFER Norrin Radd

F	AM(50)	Health: 325
A	MN(75)	
S	LIN(100)	Karma: 135
E	UN(100)	
R	EX(20)	Resources: Pr(4)
I	MN(75)	
P	IN(40)	Popularity: 20

KNOWN POWERS:

Power Cosmic: Silver Surfer has the ability to channel and manipulate huge quantities of cosmic Power with Unearthly ability and effect, in Line-of-sight range. This Power is both great and far-reaching, in that a number of Power stunts may developed using this Power.

- Power Blasts of Unearthly Force or Energy
 - Raising any single ability score (his own or another's) to Unearthly for 1 -10 rounds
 - Healing up to Unearthly damage (though he has no effect on Endurance Rank losses)
 - Reconstruct existing matter in his own fashion (he cannot transmute elements)
 - Perceive any energy source of more than Unearthly levels, anywhere on the planet
- Surfer has no need to eat or breathe. Other Power stunts may be developed. All Karma losses to the Surfer are TRIPLED.

Flight: Silver Surfer can fly at up to Class 5000 speeds in space. In atmospheric conditions, he flies at Shift Z speeds maximum. He normally uses a surfboard made of Unearthly material to fly, which he may control mentally.

Body Armor: Surfer has Monstrous protection from energy and physical attacks, which he may boost to Unearthly for 1 -10 rounds. He is Invulnerable to Heat and Cold (Class 1000 Resistance) and may survive in space for long periods of time.

LIMITATIONS: The Surfer is bound to Earth and cannot leave our atmosphere.

TALENTS: Norrin Radd was a space pilot. In addition, his meditative practices give him Martial Arts D.

CONTACTS: Surfer is a native and hero of Zenn-La. He is on good terms with the Fantastic Four, as well as being on as good a set of terms as possible with Galactus.

BACKGROUND: Space Pilot Norrin Radd offered his services to Galactus the World-Eater in return for sparing his world, and was transformed by Galactus into the Silver Surfer. Rebelling against his master, the Silver Surfer joined forces with the Fantastic Four and protected Earth from the Eater of Worlds.



SPIDER-MAN Peter Parker

F	RM(30)	Health: 160
A	AM(50)	
S	IN(40)	Karma: 70
E	IN(40)	
R	EX(20)	Resources: Pr(4)
I	GD(10)	
P	IN(40)	Popularity: 30/6

KNOWN POWERS:

Wall-Crawling: Spider-Man can adhere to vertical and upside-down surfaces with Amazing ability.

Spider-Sense: Spider-Man has a Combat Sense of Amazing at all times. This spider-sense determines potentially dangerous situations and warns the hero by a mental “buzzing.” The Intensity of the buzzing is determined by the rank of the potential danger. Spider-Man cannot be blindsided while this form of Combat Sense is in effect, and may perform defensive actions if he makes a successful Intuition FEAT roll. If this sense is denied him, then his Intuition is as listed, and all Agility FEATs are at -1CS for success.

Web-Shooters: Hidden beneath the wrists of his costume are a pair of devices that shoot a stream of ensnaring webbing. The webbing has Incredible Strength in the round it was fired, and hardens to Monstrous Strength in the next round. Spider-Man uses the webbing to restrain opponents, make swing-lines (can travel 3 areas/round in this fashion), as missiles inflicting Excellent Blunt Throwing damage, and make shields of Monstrous material strength. The webbing dissolves after one hour.

Spider-Tracer: Spider-Man carries a number of small homing signals shaped like spiders, tuned to his Spider-Sense. He may track them with Amazing ability up to a mile away.

TALENTS: Parker is a graduate studies chemist who supports himself by photography.

CONTACTS: As Parker, Spider-Man has contacts in the Daily Bugle and with his Aunt May. As Spider-Man, Parker is a loner, but on good terms with Doctor Strange and the Human Torch as well as other heroes.

BACKGROUND: Parker gained his amazing abilities after being bitten by a radioactive spider. He first turned his thoughts to making a profit, but with the death of his Uncle Ben has learned that with great power comes great responsibility. He now devotes himself to fighting for good.

STORM Ororo Munroe

F	EX(20)	Health: 106
A	RM(30)	
S	TY(6)	Karma: 36
E	AM(50)	
R	TY(6)	Resources: Pr(4)
I	EX(20)	
P	GD(10)	Popularity: 0

KNOWN POWERS:

Weather Control: Storm had the mutant ability to manipulate existing weather patterns with Amazing ability. Power stunts she performed with this ability included:

- Fog and rain of Amazing Intensity
- Amazing Strength winds
- Raise or lower temperature with Amazing ability
- Predict weather up to three days in advance
- Reduce weather effects by Amazing rank number Should Ororo regain her Powers, she must relearn these Power stunts, at a cost of 50 Karma points per attempt. When using this Power, Ororo’s moods were often reflected by the weather.

Flight: By using her wind Power, Ororo was able to fly at Incredible speeds (20 areas/ round). She carried others by making a Weather Control FEAT at -1CS per person carried.

LIMITATION: At the time of this writing Ororo has lost her mutant abilities. Her Agility is Good, her Endurance Excellent, and her Health is 56. She may not use her super-human Powers.

TALENTS: Ororo is a skilled thief, escape artist, and lockpick, and receives a +1CS to Agility FEATs involving these actions. She has Martial Arts A and C, and is skilled in Aerial Combat (+1CS versus other flying targets). She has the Resist Domination ability and has developed Leadership.

CONTACTS: Storm is the team leader of the X-Men and titular ruler of the Morlocks, a group of mutants living beneath New York City.

BACKGROUND: Ororo Munroe is the daughter of an American photojournalist and a Kenyan tribal princess. Orphaned in a war-related incident, Ororo learned to survive as a thief on the streets, and in her teens traveled south on foot. At the foot of Mount Kilimanjaro she was regarded as a goddess for her mutant Powers, and it was there Professor X recruited her for his new X-Men. She served with the team and is today, as team leader, despite the fact her Powers were taken from her by a mutant “neutralizer.”

SUB-MARINER Namor of Atlantis

F	IN(40)	Health: 185
A	RM(30)	
S	MN(75)	Karma: 76
E	IN(40)	
R	TY(6)	Resources: Gd(10)
I	RM(30)	
P	IN(40)	Popularity: 6

KNOWN POWERS:

Body Armor: Sub-Mariner’s flesh can withstand the pressures of the deep ocean, providing him with Good protection against physical attacks.

Resistance to Cold: Namor’s physiology also protects him from extreme cold. He has Excellent Resistance to Cold.

Swimming: Namor may maintain a speed of 4 areas/round while swimming (Good water speed).

Flight: Namor may fly at 4 areas/round (Poor Air speed) by unknown means.

Water Breathing: Namor can breathe water as well as air.

LIMITATION: Dehydration. If Sub-Mariner is not immersed in water, in a damp environment, or partially wet, he suffers a — 1CS penalty per hour on each physical ability and Power. His Health is unaffected. If totally deprived of moisture (by artificial means — even a desert has some ambient moisture), Namor loses 1 Health point per hour, and may perish of dehydration. Immersion in water restores the lost Health and eliminates the penalty.

TALENTS: Namor is skilled in Underwater Combat and suffers no penalties for fighting in that environment. He is an expert with Edged weapons, and is also knowledgeable on the variety of sea life.

CONTACTS: Namor is the former Prince of Atlantis, and commands some respect in that underwater kingdom. He is a current member of the Avengers, and an ally of varying worth to the Fantastic Four (he still carries a torch for Sue Richards).

BACKGROUND: The son of Princess Fen of Atlantis and an American sea captain, Namor is a hybrid homo sapien/homo mermanus with exceptional Powers and abilities. Proud and haughty, he fought alongside the Allies in WWII, but has frequently attacked the surface world for offenses real and imagined. He is currently a member of the Avengers.

THING Benjamin "Ben" J. Grimm

F	IN(40)	Health: 200
A	GD(10)	
S	MN(75)	Karma: 50
E	MN(75)	
R	GD(10)	Resources: Ex(20)
I	GD(10)	
P	RM(30)	Popularity: 50

KNOWN POWERS:

Body Armor: Ben's skin has mutated into a thick, rock-like hide, which provides Incredible protection against physical attacks and Excellent protection against energy attacks.

Resistance to Fire: This same thick hide provides Incredible protection from fire and fire-based attacks.

Protected Senses: Ben has no visible ears, but his hearing is unimpaired. He has Remarkable protection from sonic and sound-based attacks.

Alter Ego (no longer in use): Ben Grimm had on occasion reverted to his original human form, whether by treatment, the effects of the environment, or personal attitudes. The Alter Ego had all the talents and contacts but no Powers.

F	A	S	E	R	I	P
EX	GD	GD	GD	GD	GD	RM

The Thing has lost the ability to revert to his human form at the time of this writing.

TALENTS: Ben is an accomplished pilot of both air and space craft. He is, in addition, well-versed in combat and has Martial Arts B and Wrestling Talents.

CONTACTS: Ben is a founding member of the Fantastic Four, and has also served as an ally of the West Coast Avengers. At other times, he has worked as a star attraction for the Unlimited Class Wrestling Federation and Project PEGASUS, a US government agency dedicated to investigating new and powerful energy sources.

BACKGROUND: Ben Grimm was the pilot on the fateful space shot that created the Fantastic Four. Altered by cosmic radiation into his present rocky form, Ben considers himself a hideous mockery of a man, and though his strength has saved the team time and again, he feels alienated from his partners.

THOR Thor of Asgard

F	UN(100)	Health: 320
A	EX(20)	
S	UN(100)	Karma: 76
E	UN(100)	
R	TY(6)	Resources: Ex(20)
I	EX(20)	
P	AM(50)	Popularity: 75

KNOWN POWERS:

Body Armor: All Asgardians have denser flesh than mere mortals, which provides Excellent protection from physical attacks and Typical protection from energy attacks.

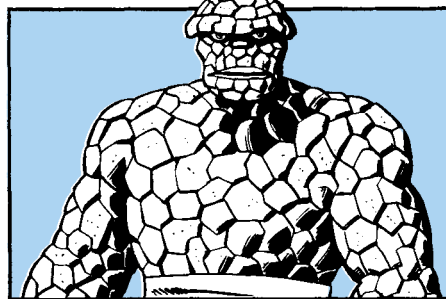
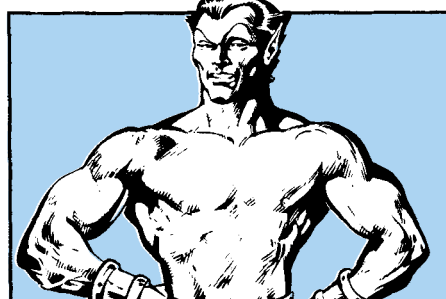
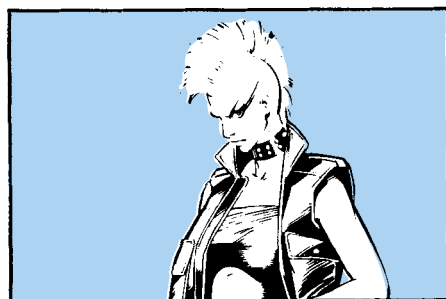
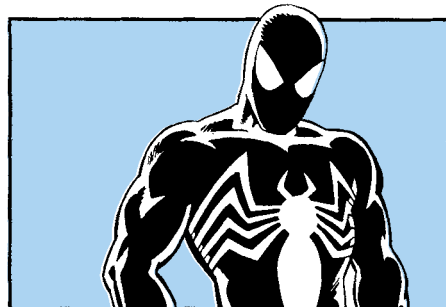
Unique Weapon: Thor wields a hammer made of the mystic material Uru, a Class 3000 material. The enchantments on this mystic mallet grant Thor additional Powers.

- Thor may throw the hammer up to ten areas away, with the hammer returning in the following round.
- By throwing the hammer and catching it's thong, Thor may fly at up to Shift X Speeds, and by spinning it, hover in place.
- By spinning the hammer, Thor may use it as a shield of Remarkable strength.
- Only one who is worthy may lift the hammer of Thor. The wielder (other than Thor) must have 1000+ Karma, Remarkable Strength, and positive Popularity. A non-living object must have at least Remarkable Strength to lift the hammer.
- The Hammer provides Unearthly rank Weather Control. Thor uses this Power to summon storms and lightning.
- Dimensional Travel: By spinning the hammer, Thor may move into adjacent dimensions with Unearthly ability. With the current separation of Asgard and Earth, travel between the two is a red FEAT.

TALENTS: Thor receives a +1CS with Edged Weapons, and is a Weapons Specialist (+2CS to hit) with Mjolnir.

CONTACTS: Thor is the son of the lost ruler of Asgard, Odin, and the primal Earth spirit Gaea. He is also a founding member of the Avengers.

BACKGROUND: Trapped by aliens in a cave in Norway, Dr. Donald Blake discovered the Hammer of Thor, transforming him into the Asgardian warrior. It was later revealed that Thor had been transformed into Blake to teach him humility. Thor tries to serve as a protector of both Asgard and Midgard (Earth).



TIGRA Greer Grant Nelson

F	EX(20)	Health: 130
A	IN(40)	
S	IN(40)	Karma: 56
E	RM(30)	
R	TY(6)	Resources: Ty(6)
I	RM(30)	
P	EX(20)	Popularity: 26

KNOWN POWERS:

Enhanced Senses: Tigra's senses of vision, hearing, and smell are at Monstrous level. She may track opponents with Amazing ability using these skills, but suffers a — 1CS on FEAT rolls against attacks of these types.

Night Vision: Tigra has Incredible rank infra-vision, and can perceive objects clearly even in almost total darkness (some dim light must be available). She suffers no penalties when fighting in the dark.

Claws: Tigra's hands and feet end in claws of Good material strength that inflict Good Edged Attack damage. She may make normal blunt attacks as well.

Empathy: Tigra can detect the emotions of others with Excellent ability. In addition, she communicates on an emotional level with cats and cat-like creatures with a +2CS.

Lightning Speed: Tigra can move three areas per round, accelerates to that speed in one round, and can run without tiring as if possessing Monstrous Endurance.

Alter Ego: Tigra may transform herself back into her human form by means of a cat amulet she wears on her top. This amulet mystically changes her physical form. She retains her stats and abilities. This mystic disguise has a Remarkable rank.

TALENTS: Greer Nelson is trained in Biology.

CONTACTS: Tigra is a member of the West Coast Avengers. She was given her present powers by the Cat People, an extra-dimensional race, who see her as their warrior and agent on this plane.

BACKGROUND: Greer Nelson first operated as the hero Cat, using a powered suit, when she was grievously injured and saved by the Cat People who bonded her spirit with that of one of their legendary heroes. This cat/human hybrid now experiences an increasing amount of cat-like behavior in her actions.

VINDICATOR Heather McNeil Hudson

F	TY(6)	Health: 96
A	IN(40)	
S	RM(30)	Karma: 40
E	EX(20)	
R	GD(10)	Resources: Gd(10)
I	EX(20)	
P	GD(10)	Popularity: 6

KNOWN POWERS:

Personal Force Field: All of Vindicator's super-human Powers derive from the battlesuit she wears. Made of Good Strength material, the suit provides no intrinsic protection, but is equipped with a Personal Force Field that provides Amazing protection from physical attack and Incredible protection from all energy attacks. The force field must be activated to provide this protection, and is considered "on" when in flight or combat.

Flight: Vindicator flies by manipulating electromagnetic energy, and can reach Shift X Speeds in this fashion.

Energy Bolts: The Vindicator battlesuit can project bolts of Incredible Force with a range of 10 areas.

Digging: The original purpose of the suit was for oil exploration. Due to this, Heather may tunnel 3 areas per round (2 areas if forming a tunnel for others to follow).

Protected Senses: Heather wears a set of prescription goggles that provides Remarkable protection from light-based attacks.

LIMITATIONS: Heather is nearsighted. Without her glasses or goggles she is -2CS to hit, and cannot clearly make out images farther than 1 area away.

TALENTS: Heather has developed Leadership skill.

CONTACTS: Heather is the leader of Alpha Flight, and maintains close contacts with the Canadian government.

BACKGROUND: Heather McNeil was a secretary at Am-Can Petrochemical when James Hudson stormed out after a dispute over his cybernetic helmet invention. Hudson later retrieved the only prototype of the helmet and destroyed the plans. McNeil discovered this, and convinced the Canadian government to support Hudson's creation of a team of Canadian heroes. Hudson and McNeil married soon after, and Heather supported her husband in his later formation of Alpha Flight. With Hudson's death in battle, Heather led the team, finally taking up the role of Vindicator with a suit designed by Roger Bochs and Madison Jeffries.

WASP Janet Van Dyne

F	GD(10)	Health: 60
A	EX(20)	
S	GD(10)	Karma: 40
E	EX(20)	
R	GD(20)	Resources: Rm(30)
I	EX(20)	
P	GD(10)	Popularity: 50

KNOWN POWERS:

Shrinking: Wasp can shrink with Incredible ability, reaching a minimum size of 1/2 inch. In this minimum size she can attack for normal damage at +2CS to hit, but normal-size opponents are at -2CS to hit.

Flight: When Wasp shrinks, wings extrude from her back, allowing her to fly 4 areas/round (Poor Speed). These wings remain with Wasp between the half-inch and 4 foot mark, allowing her to fly when almost fully-grown. She retains her Strength when reduced in size, but her wings prevent her from lifting any extra weight when flying.

Insect Communication: Wasp possesses the ability to communicate and command all forms of insect life at Typical ability. This is a seldom-used Power, as it does not fit in with her self-image.

Wasp Sting: The Wasp can generate bio-electric bolts of energy from her hands, inflicting up to Remarkable energy damage at a range of 1 area maximum.

TALENTS: Janet Van Dyne is an accomplished businesswoman, and has Excellent Reason in business matters. She has learned Martial Arts D and Aerial Combat (+1CS fighting against another airborne opponent) in her career as a hero.

CONTACTS: Janet Van Dyne is chairperson of the current team of Avengers. She is on Good terms with her ex-husband, biologist Henry Pym, and is a major shareholder in a number of companies, including NEVELL.

BACKGROUND: Janet Van Dyne was given her Powers by biologist Hank Pym, and the pair were founding members of the Avengers. Janet and Hank married and then divorced, and while Janet leads the present team, Hank helps the West Coast Avengers on science matters. Jan's "Ditzy Brunette" act conceals a very shrewd business mind and an able leader.

WOLVERINE

Logan

F	IN(40)	Health: 110
A	RM(30)	
S	GD(10)	Karma: 121
E	RM(30)	
R	Typ	Resources: Ty(6)
I	MN(75)	
P	IN(40)	Popularity: 0

KNOWN POWERS:

Regeneration: Wolverine recovers 30 points of Endurance every minute (10 turns, or 3 points per turn). This regeneration is only possible if Wolverine has complete rest.

Recovery: Should Wolverine lose Endurance ranks, he may recover one per day, providing he makes an Unearthly FEAT roll.

Resistances: Wolverine has Unearthly Resistance to Toxins and Disease. He cannot get drunk in a conventional manner.

Claws: Wolverine has three foot-long claws of solid adamantium, a Class 1000 material. Against living targets, Wolverine wields his claws for Excellent Edged Attack damage.

Tracking: Wolverine's acute sense of smell coupled with his knowledge of the wilderness and hunting give him Monstrous tracking ability.

Adamantium Skeleton: Wolverine's skeleton is somehow impregnated with molecules of adamantium. He is +1CS to damage in blunt, charging, or any combat which uses his body as a weapon. He may stun or slam any opponent that he can damage.

TALENTS: Wolverine's background includes service in the military and in espionage organizations. He has Martial Arts B, C, D, and E, and is experienced with oriental weapons. He has the Resist Domination talent as well.

CONTACTS: Wolverine is a member of the X-Men, and has good relationships with the Canadian group Alpha Flight through its leader, Heather Hudson. Logan's long-time love is Mariko Yashida, matriarch of the powerful (Amazing Resources) Yashida clan of Japan.

BACKGROUND: How Logan gained his skeleton is a mystery. He was found in the Canadian Rockies and became a super-powered agent for that country. He left Canada to join the X-Men, and has remained with that team ever since. Wolverine is short-tempered, hard-edged, and thinks nothing of taking drastic (Karma-reducing) steps to get the job done.

WONDER MAN

Simon Williams

F	GD(10)	Health: 215
A	RM(30)	
S	UN(100)	Karma: 18
E	MN(75)	
R	TY(6)	Resources: Pr(4)
I	TY(6)	
P	TY(6)	Popularity: 30

KNOWN POWERS:

Body Armor: Williams' super-hard skin provides Amazing protection from all forms of damage, including physical and energy damage. Mental attacks are resolved normally.

Invulnerability: Wonder Man has Class 1000 Resistance to Heat and Cold.

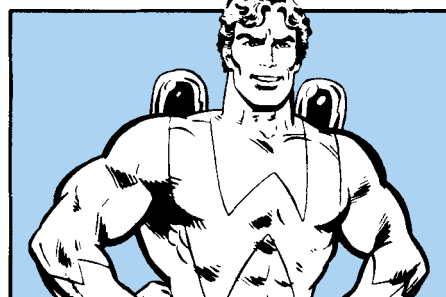
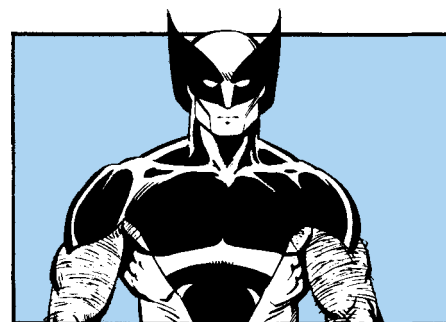
Life Support: Wonder Man does not require food, water, or air to survive, and is considered to have Class 1000 Life Support for this reason. He can survive in deep space for short periods with no ill effect.

Flight: Wonder Man flies at 8 areas per round (Good Air Speed) by means of a jet-powered flying belt. Wendy can hover in place using this belt.

TALENTS: Simon Williams is a performer with sporadic experience in stunts, stage, and children's TV shows. He is also a businessman of middling worth.

CONTACTS: Wonder Man is a member of the West Coast Avengers, and is also a known face in Hollywood society.

BACKGROUND: Simon Williams inherited his family's electronics firm at an early age. Unfortunately, this was a result of poor management and the superior designs of competitors, including Stark International. Simon was caught embezzling funds from his firm and soon fell in with Baron Zemo's original Masters of Evil. Given his super-human Powers by Zemo, Williams, as Wonder Man, infiltrated the Avengers as Zemo's agent. In combat with the Masters of Evil, Williams could not betray the Avengers, and apparently gave his life to save them. In reality, Zemo's process placed him in suspended animation. Wonder Man returned to the Avengers, but his inordinate fear of death prevented him from reaching his full potential as a person or a hero. Conquering that fear, Wonder Man has joined the West Coast Avengers and serves, alongside Iron Man, as that team's resident muscle.



VILLAINS

ANNIHILUS

Annihilus of Anthros, Negative Zone

F	IN(40)	Health: 205
A	IN(40)	
S	AM(50)	Karma: 70
E	MN(75)	
R	RM(30)	Resources: Mn(75)
I	GD(10)	
P	RM(30)	Popularity: -30

KNOWN POWERS:

Body Armor: Annihilus' insectoid hide provides him with Incredible protection from physical or energy attack.

Flight: Annihilus can move at Remarkable Speeds (10 areas/round) in atmospheric conditions. He can move at higher rates (up to Class 1000) in space, using the Cosmic Control Rod.

Cosmic Control Rod: As Annihilus' chief weapon and source of his power, the Cosmic Control Rod allows the wielder to manipulate vast amounts of cosmic energy. With this energy, the wielder may perform various functions.

- The wielder does not age, and is Invulnerable to Disease, Radiation, Heat and Cold.
- The wielder may increase any one physical ability to Unearthly rank.
- The wielder may fire bolts of cosmic energy (either Force or Energy) of up to Unearthly Power rank.
- The wielder may manipulate non-organic matter (but not transmute elements) with Unearthly ability. If deprived of the Cosmic Control Rod, Annihilus is -3CS on all FEATs, and in addition begins to age and lose Endurance at a rate of one rank per week.

Minions: As the conqueror of a large section of the Negative Zone, Annihilus commands an army of alien creatures. Typical stats for these minions are:

F	A	S	E	R	I	P
RM	TY	GD	PR	PR	PR	PR

These creatures may have claws, wings, and, occasionally, superior powers, though nothing above the Remarkable level. Such Minions are often armed with energy pistols (Remarkable damage).

TALENTS: Annihilus has Engineering Talent.

CONTACTS: Annihilus has no contacts.

BACKGROUND: Annihilus is an insectoid being who mastered control of the Cosmic Control Rod. He is completely paranoid, fearing his own death (through theft of the rod).

BARON MORDO

Karl Amadeus Mordo

F	TY(6)	Health: 48
A	TY(6)	
S	TY(6)	Karma: 90
E	RM(30)	
R	GD(10)	Resources: Ty(6)
I	RM(30)	
P	AM(50)	Popularity: -5

KNOWN POWERS:

Magical Ability: Baron Mordo is a powerful sorcerer who may wield most Powers listed as available as magic spells with Amazing Power rank. He has the following spells available to him at all times.

- Astral Projection (P) as Power, with Monstrous ability.
- Shield, Individual (P) as Personal Force Field, repels magical attacks
- Telepathy (P), as Power, at Unearthly rank
- Conjure (U), a specialized teleport of Incredible Intensity that brings the item, character, or being to the caster. The target may make a Psyche FEAT to avoid this teleport.
- Eldritch Beams/Bolts (U), as Force or Energy attack of Amazing Intensity and range
- Mesmerism (U), as Hypnotism of Monstrous Intensity.
- Necromancy (U), creation of Zuvembies from corpses, with Incredible ability. Stats are:

F	A	S	E	R	I	P
Gd	Ty	Gd	Pr	N/A	N/A	N/A

- Teleportation (U), as Power, at Unearthly rank
- Demonic Entreaty (D), adds +1CS to effects of any spells if he entreats any powerful extra-dimensional being of an evil nature.

TALENTS: Mordo is a master of sorcerous and occult lore. His Reason is +1CS when dealing with these matters.

CONTACTS: Mordo may entreat the following beings as Friendly: Denak, Ikonn, Satannish, and Valtorr. He has no allies, though has served as a lackey for Dormammu.

BACKGROUND: Mordo was the Ancient One's disciple before the arrival of Stephen Strange. The Ancient One recognized that Mordo was motivated only by lust for power, yet accepted him in order to keep watch on him. Strange discovered Mordo's plan to slay the Ancient One and stopped it. Mordo left the Ancient One's tutelage, but remains a rival of Dr. Strange, and the two have fought repeatedly. Mordo's goal is to defeat Strange and be Sorcerer Supreme of the Earth Dimension.

BEETLE

Abner Jenkins

F	GD(10)	Health: 70
A	GD(10)	
S	RM(30)	Karma: 56
E	EX(20)	
R	EX(20)	Resources: Ex(20)
I	RIVI(30)	
P	TY(6)	Popularity: -10

KNOWN POWERS:

Body Armor: All of Jenkins' super-human Powers derive from his microwave-powered armor. Jenkins' normal stats are:

F	A	S	E	R	I	P
GD	GD	TY	TY	EX	RM	TY

The armor provides Excellent protection from physical attacks and Remarkable protection from energy attacks. As it is powered by microwaves, he jams microwave transmissions within 3 areas with Incredible Intensity.

Wall-Crawling: Suction cups on the gloves and feet allow Beetle to wall-crawl with Excellent ability.

Flight: Beetle normally flies at Poor Speed (4 areas/turn). This is raised to Good Speed (8 areas/turn) if power is shunted from all other systems. The wings are made of mylar (Good material strength).

Electro-Bite: By placing the second and third fingers of each gauntlet together, Beetle may fire an Excellent electrical (Energy) attack up to 10 areas away.

Battle Computer: Mounted in the chestplate of the battle-suit, Beetle's battle computer can be programmed with the fighting styles of particular foes, so that Beetle can anticipate their movements and attack accordingly. Against programmed foes, Beetle is +2CS on Fighting FEATs, +1CS on Agility FEATs, and +2CS on Intuition FEATs, including initiative. The fighting style must be filmed and analyzed by computer to be programmed for these abilities. Programs exist for Spider-Man, Daredevil, Iron Man (Tony Stark, old suit), and Captain America.

TALENTS: Beetle has Electronics and Repair/Tinkering skill.

CONTACTS: Beetle is a former employee of Justin Hammer and a former member of Egghead's Masters of Evil.

BACKGROUND: Jenkins was a master mechanic who turned to crime to alleviate the boredom in his life. Working as a super-human criminal for more powerful masters, Beetle is always trying to increase his "rep."

BLACKLASH Mark Scarlotti

F	RM(30)	Health: 80
A	GD(10)	
S	GD(10)	Karma:34
E	RM(30)	
R	EX(20)	Resources: Ty(6)
I	GD(10)	
P	PR(4)	Popularity: -8

KNOWN POWERS:

Body Armor: Blacklash's steel mesh body suit provides Good protection from physical attacks and Excellent protection from energy attacks.

Whips: Blacklash's arsenal centers around a pair of specially designed titanium whips. These whips are stored in holders in his gloves. He may use these custom-designed whips in a number of ways.

- As whips, with +2CS (Weapons Specialist), for Remarkable Blunt weapon damage. They may grapple an opponent as with Incredible Strength.
- As nunchaku, for two separate attacks at Excellent damage each.
- If wound about an opponent, the whip may detach from its handle and explode for Incredible damage to target (Excellent to all within one area). The concussion explosion may be timed up to 3 rounds.
- The whip may be stiffened to form a vaulting pole allowing 1 -story vaults.
- The whip may be spun to form a Shield of Excellent protection. The whips are made of Incredible strength material.

Other weaponry:

- Gravity Bolo: Bolo with artificial gravity devices. If it hits a target, the target is held down with Amazing Strength. Made of Amazing strength material.
- Necro-Lash: If this whip grapples a target, Blacklash can channel Amazing Intensity electricity through it to the target.

TALENTS: As noted above, Blacklash is a Weapons Specialist with his whips. He is also trained in Martial Arts A, C, and E, and in engineering, specializing in weapon design.

CONTACTS: Blacklash has criminal contacts, though those with the Maggie are no longer as good as they once were.

BACKGROUND: Mark Scarlotti was recruited by the Maggie out of college as a weapons designer. Equipping himself as Whiplash, Scarlotti battled Iron Man to an even draw on several occasions. He cut his Maggie ties to go fully freelance, but has since experienced numerous defeats. He is seeking to re-establish his credentials with the Maggie.

BOOMERANG Fred Myers

F	EX(20)	Health: 80
A	RM(30)	
S	GD(10)	Karma: 26
E	EX(20)	
R	GD(10)	Resources: GD(10)
I	GD(10)	
P	TY(6)	Popularity: -5

KNOWN POWERS:

Boomerangs: Myers carries at least seven boomerangs prominently on his costume, each with special properties. Unless otherwise noted, they are of Excellent material strength.

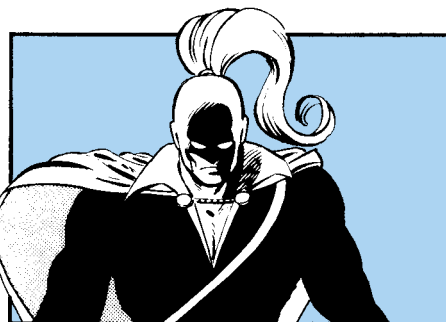
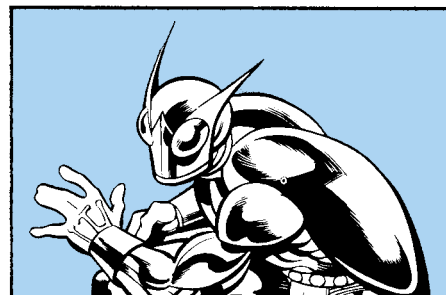
- Shatterang — detonates on contact, Amazing damage to all in one area.
- Gasarang — Monstrous Intensity tear gas, affects one area.
- Razorangs — Incredible material strength, inflict Remarkable Edged Throwing damage.
- Bladerangs — similar to Razorangs, but inflict Incredible Edged Throwing damage, and have no effect on Body Armor of Good or higher or equivalent material strength.
- Screamerangs — Excellent Intensity sonic attack
- Gravityrang — creates local gravity field of Incredible Intensity
- Reflexrang — solid-weighted boomerang. Bullseye result on Blunt Throwing column indicates target must check for Stun or be knocked over. Myers can throw his 'rangs so they will return to him with no risk of damaging himself.

Flight: Myers has boot-jets that allow him to fly at Poor Speed (4 areas/round) max, and if used as a weapon, inflict Remarkable damage to his opponent.

TALENTS: Myers is a Weapons Specialist with his boomerangs, gaining a +2CS to hit. He also has a +1CS to hit with other thrown objects.

CONTACTS: Boomerang is a freelance criminal operative with Contacts in most mobs.

BACKGROUND: Myers was a talented baseball pitcher from Australia who was kicked out of the major leagues for taking bribes. Initially equipped by the Secret Empire as a costumed agent, Myers practiced his skills with the boomerang and equipped himself with his specially-built arsenal provided by Justin Hammer in exchange for a percentage of the take. Myers bills himself as a freelance assassin, "the killer who keeps coming back."



CRIMSON DYNAMO

Dimitri Bukharin

F	RM(30)	Health: 195
A	IN(40)	
S	AM(50)	Karma: 40
E	MN(75)	
R	GD(10)	Resources: Gd(10)
I	EX(20)	
P	GD(10)	Popularity: 5/(25)

KNOWN POWERS:

Body Armor: All of Bukharin's Powers are gained through the Crimson Dynamo armor he wears. Bukharin's stats without the armor are:

F	A	S	E	R	I	P
TY	GD	TY	EX	GD	EX	GD

The Crimson Dynamo is constructed of a carborundum matrix alloy (Amazing material strength) that provides Amazing protection from physical and energy attacks, and Amazing Resistance to Fire, Heat, and Cold. The suit has Unearthly Resistance to Radiation.

Flight: Mini turbo-fans in the armor's boots allow the wearer to fly at Good Speeds (8 areas/round), and, if used as weapons, inflict Excellent Force damage to targets in the same area.

Blasters: Electrical discharge from the gloves inflicts Incredible damage at a range of 3 areas.

Air Supply: The armor has an internal air supply for 1 hour, but its Chemical/Biological/Radiation system will function for 450 hours before failing.

Sensors: The upmoded Dynamo armor has light amplifier lenses (Incredible Infravision), wide band communicator, and microwave detector (Excellent).

ECMs: The Dynamo armor may jam ordinary radar with Incredible ability.

Shoulder Rams: The shoulder joints of the armor are heavily armored to protect the seals and allow a +1CS on damage from charging attacks.

TALENTS: Bukharin has Detective/Espionage Skill from his service in the KGB.

CONTACTS: Bukharin serves the Soviet State and KGB, and may draw Resources from them.

BACKGROUND: Bukharin is the fifth man to bear the name and armor of the Crimson Dynamo, but the first to wear this improved suit. His loyalty to the state is unquestioned, and he will fight to protect it.

DOCTOR DOOM

Victor Von Doom

F	(30)	Health: 120
A	(20)	
S	(30)	Karma: 140
E	(40)	
R	(50)	Resources: Am(50)
I	(40)	
P	(50)	Popularity: -40

KNOWN POWERS:

Body Armor: Doctor Doom's Powers are derived from his nuclear-powered, computer-assisted, titanium-alloy armor. He never removes this armor. Doom's armor provides him with Incredible protection from physical attack.

Force Field: The armor can project a Monstrous Intensity personal force field around him. The force field is effective against all physical and energy attacks, including magnetism, but not against magical and psionic attacks.

Force Beams: Doom's gauntlets are equipped with miniature particle accelerators. These fire force beams of Amazing Intensity and range.

Flight: Doom has a jet-pack built into his armor, allowing him to fly at Excellent Speed (10 areas/round) in the atmosphere.

Air Supply: When sealed, the armor contains enough air for 4 hours.

Transfer: This is an ability taught or provided him by the Ovoid race, by which Doom may exchange his consciousness with another human's. Doom does this with Incredible ability. As far as it is known, Doom has performed this transfer twice in his career, but prefers his own body.

Magic: Doom is self-taught in magic, and has never had a mentor. He has no "friendly" extra-dimensional Contacts, nor has he ever evinced any Personal abilities. He may use magical items correctly, if they have been properly researched.

- Eldritch Beams/Bolts (D): As force or energy attacks of Amazing Power rank and range.

Weapons: Doom carries a 9 mm Mauser (treat as Handgun) for dispatching of sundry tasks unworthy of his armor's weapon systems.

Robots: Doom uses a wide variety of devices, but is most noted for his warrior robots and imitation Doom robots. Warrior robots are obviously non-human, and have the following stats:

F	A	S	E	R	I	P
EX	GD	GD	EX	PR	PR	PR

Warrior robots have Good Strength Body Armor, carry Force or energy blasters of Remarkable Intensity and travel in patrols of ten.

Imitation Doom robots with combat capabilities have the following stats:

F	A	S	E	R	I	P
EX	EX	EX	RM	EX	EX	EX

These imitation Dooms have Remarkable Body Armor, Amazing Intensity force fields, and Incredible Strength force beams.

Doom robots that operate in a diplomatic function have the following stats:

F	A	S	E	R	I	P
GD	GD	GD	EX	EX	RM	RM

Equipped with Remarkable Body Armor, and Good Intensity force beams, Doom robots are programmed to think as if they were Dr. Doom, save for when in the presence of the real Doctor Doom or another Doom android.

Other Equipment Doom is the inventor of a time machine capable of sending up to one ton of material forward or backward in time, or into an alternate time line. He has also developed a shrinking gas of Class 1000 Intensity.

TALENTS: Victor Von Doom is a scientific genius who has built time machines, space craft, robot servants and guards, mind control devices, and innumerable super-weapons. His Reason is +1CS in all applied sciences and occult lore, and he has Engineering and Repair/Tinkering skills, as well as Resist Domination.

CONTACTS: Doom needs no allies, but has on occasion used super-powered pawns in his baffles. Doom is recognized as the ruler of Latveria, and as such enjoys diplomatic immunity, in addition to numerous defense treaties with the United States government.

BACKGROUND: Victor von Doom is a self-taught tyrant, who rose from humble beginnings as the son of gypsies to his present status as an international madman. Doom is a technological genius, and is continually modifying his armor with new inventions and devices. He is a man of honor and his word, and specializes in schemes to destroy his enemies. He has three goals in life: to rule the entire world; to destroy his rival Reed Richards; and to rescue the spirit of his mother, which is trapped in a netherworld dimension. He is not someone to offend, as he will take the time and effort to hunt down and destroy his enemies.

DOCTOR OCTOPUS

Otto Octavius

F	TY(6)	Health: 66
A	GD(10)	
S	RM(30)	Karma:46
E	EX(20)	
R	EX(20)	Resources: Gd(10)
I	TY(6)	
P	EX(20)	Popularity: -5

KNOWN POWERS:

Tentacles: Doctor Octopus can mentally control a harness with four tentacles worn at his waist. This device is made of titanium steel (Amazing material strength) and the tentacles end in pincers made of Remarkable strength material.

Doc Ock can use his tentacles in combat in a number of ways.

- He may make up to four multiple attacks on a successful Fighting FEAT.
- He may engage in blunt attack, wrestling, or a combination of those attack forms.
- He may attack non-adjacent foes up to one area away.
- A single tentacle has Remarkable Strength.
- Multiple tentacles used to attack have Incredible Strength.
- Multiple attacks are resolved on a single die roll, but are at +1CS for each arm used.
- If Doc Ock uses two of his arms for bracing, his Endurance to avoid Stuns and Slams is +2CS.

Doc Ock's arms may be used to carry him up to 4 areas/round, and may rise above 2-story buildings. Punching handholds in buildings lets him move vertically 3 stories per round.

Ock is in constant mental contact with his tentacles, and may command them from great distances (a range of 900 miles has been reported). He has tactile sensation through these arms, and, if the arms are damaged, must make an Endurance FEAT or pass out for 1-10 rounds. The arms do not have to be attached to receive mental commands.

TALENTS: Doc Ock has skill in mechanics, robotics, and radiation research. He also has Engineering and Repair/Tinkering skills.

CONTACTS: Doctor Octopus maintains criminal contacts as a leader of his own criminal gang.

BACKGROUND: A freak nuclear accident gave Otto Octavius control over his tentacle-like harness and warped his mind towards criminal activity. Since that time he has hatched numerous criminal plots, usually foiled by Spider-Man, so that Doc Ock equally hates and fears the wall-crawler.

DREADNOUGHT

F	RM(30)	Health: 165
A	EX(20)	
S	IN(40)	Karma: N/A
E	MN(75)	
R	FB(2)	Resources: N/A
I	EX(20)	
P	FB(2)	Popularity:

KNOWN POWERS:

Body Armor: The Dreadnought robot is constructed of Amazing Strength titanium steel, which provides Amazing protection from physical attacks and Remarkable protection from energy attacks. Dreadnoughts have Monstrous Resistance to Heat, Cold, and Radiation attacks. Their limited programming causes mental attacks and illusions directed against them to fail. They are equipped with simulated human senses of hearing, sight, and smell, and so may be attacked in this fashion.

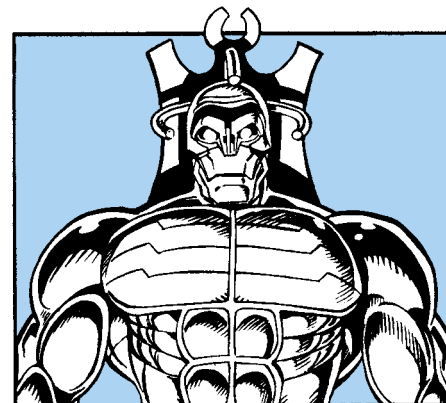
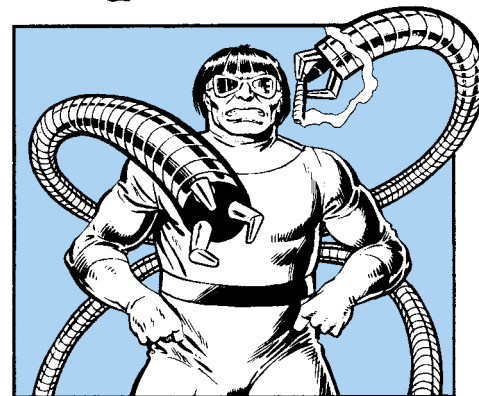
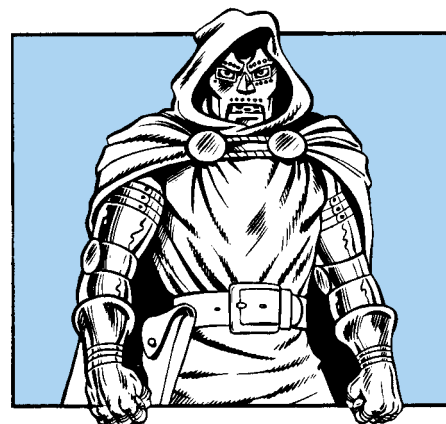
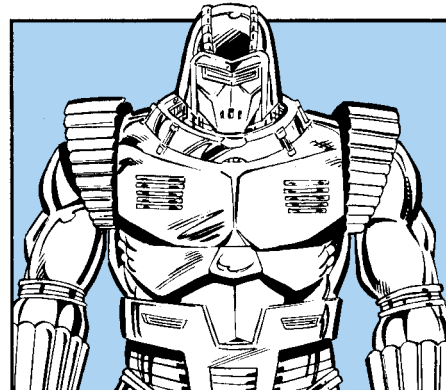
Weapon Systems: The Dreadnought is equipped with a host of weapon systems.

- Flame-throwers located in gauntlets: Range 1 area, Incredible fire damage, sufficient fuel for 6 attacks
- Sharpened spikes fired from knuckles: Range 4 areas, Typical shooting damage, maximum of 8 such attacks
- Electrical Field: range Contact only, Amazing electrical damage
- Gamma ray projector behind eyes: Range 3 areas, Incredible Intensity
- Freon gas dispenser in mouth: Range 2 areas, Amazing Intensity cold, 2 rounds attack before reloading is necessary

TALENTS: Dreadnought robots have no talents. However, their programming is designed to simulate Martial Arts B, that of an American boxer.

CONTACTS: None. Dreadnoughts are used as lackeys and don't know any better.

BACKGROUND: The Dreadnought robot was designed by HYDRA for use against S.H.I.E.L.D., but later the Nefaria Crime Family of the Maggia under Madame Masque bought the plans and began manufacturing their own Dreadnoughts. Dreadnoughts are perfect guards, following orders from authorized individuals (voice-print identification) without complaint. In fact they don't talk very much and have no individual personality, creativity, or interests (unlike more dangerous robots, like Nimrod). Their high Intuition is the result of their combat-oriented programming.



ELECTRO Maxwell Dillon

F	GD(10)	Health: 100
A	EX(20)	
S	EX(20)	Karma: 36
E	AM(50)	
Ft	GD(10)	Resources: Ty(6)
I	EX(20)	
P	TY(6)	Popularity: -12

KNOWN POWERS:

Electrical Generation: Electro has the ability to generate and channel large quantities of electrostatic energy, with Amazing ability. He uses this to perform various Power stunts.

- Fire bolts of lightning from his fingertips. His range is 5 areas, and he is +1CS to hit. These bolts inflict Incredible damage to grounded targets, Good damage to insulated or otherwise ungrounded targets.
- Administer an electric shock on touch of Monstrous energy damage. Electro must grapple his target to do so.
- Ride lines of high electro-magnetic potential (such as power lines) with Monstrous ground speed (9 areas/turn). He must accelerate to that speed in normal fashion, and may move along vertical surfaces.
- Override electrical systems with Amazing ability, including shutting down alarms and reprogramming electrical ly-powered robots. Targets with an Endurance stat may make an Endurance FEAT against Amazing Intensity to avoid the effects.

Invulnerability: Electro has Class 1000 Resistance to all forms of Electrical energy, and in addition Excellent Resistance to other forms of energy.

TALENTS: Dillon has no applicable talents.

CONTACTS: Dillon has served as a partner in crime with a great variety of villains: Dr. Octopus, Sandman, Kraven, Vulture, Mysterlo, Leapfrog, Matador, Gladiator, Stilt-Man, Wizard, Trapster, Blizzard, and the Purple Man. He is considered to have Criminal connections.

BACKGROUND: Maxwell Dillon gained his super-human Powers when a bolt of lightning transformed him into a living electrical capacitor. Seeking to turn his abilities to monetary gain, he began a career as a costumed criminal, and has fought the likes of SpiderMan, the Fantastic Four, Captain America and Falcon. Electro is a team player, often joining forces with other powerful criminals to take on heroes.

HOBGOBLIN Real Name Unrevealed

F	EX(20)	Health: 130
A	RM(30)	
S	IN(30)	Karma: 50
E	IN(30)	
R	EX(20)	Resources: Ex(20)
I	GD(10)	
P	EX(20)	Popularity: -20

KNOWN POWERS:

Body Armor: Hobgoblin's costume is made of insulated chainmail, providing Excellent protection from physical attacks and Remarkable protection from energy attacks.

Weapon Systems: Hobgoblin uses a wide variety of weapons. His throwing blades, bombs, and grenades are carried in a pouch, with a maximum of 12 of these items.

- Glove Blasters: Range 2 areas, Remarkable energy damage
- Random Firing mechanism. Fires series of bolts in a general direction (activator on chest). Bolt hits at -1CS for Remarkable damage, 2 area range, but negates effects of Dodging and any form of Combat Sense (including Spider-Sense).
- Pumpkin bombs: Explode for Excellent damage, may explode on contact or up to 2 rounds after thrown (detonation determined by timer on bomb).
- Goblin grenades: Grenades with light plastic mantle that makes them resemble wraiths in flight. These grenades have a variety of charges.
- Smoke Grenades: standard
- Knock-Out Gas: Incredible Intensity
- Incendiary: Incredible Intensity Heat
- Spider-Sense Negator: Unearthly Intensity, removes spider-sense for 24 hours
- Throwing Bats: Bat-winged blades inflict Good Edged Thrown damage. Multiple blades may be tossed, but at -1CS to hit per blade tossed in that round.

Transportation: Hobgoblin uses a lightweight Goblin Glider with the following stats:

Control	Speed	Body	Protection
In	Ty	Gd	None

He also has a specially designed battlevan with full communications relays and auto-pilot, equipped with a Force Cannon of Remarkable Strength on top. Other stats are:

Control	Speed	Body	Protection
In	Rm	In	In

TALENTS: Repair/Tinkering ability.

BACKGROUND: Finding a cache of equipment previously owned by the Green Goblin, an unknown individual seeks to become the boss of all crime as the Hobgoblin.

KINGPIN Wilson Fisk

F	RM(30)	Health: 100
A	GD(10)	
S	EX(20)	Karma: 40
E	IN(40)	
R	GD(10)	Resources: In(40)
I	EX(20)	
P	GD(10)	Popularity: 31

KNOWN POWERS:

Body Armor: Through his fighting disciplines, Fisk has Poor Body Armor.

Weaponry: Kingpin has been known to carry a few weapons for his own defense. He usually carries a walking stick made of Remarkable material containing a 3-shot laser, range of 2 areas, which inflicts Excellent Intensity energy damage. The walking stick also carries two doses of an Amazing Intensity sleep gas (range 1 area, Endurance FEAT or sleep for 1-10 hours). Kingpins diamond stickpin also contains a dose of sleep gas, which may be used against opponents Kingpin is grappling.

Minions: Kingpin rarely travels alone, and maintains a private army of goons (check out thug stats on page 62) for fighting practice sessions, small duties, and delaying heroes who invade his turf.

TALENTS: Fisk practices a grueling regimen that keeps him in top fighting form. His great mass is muscle, not fat, and Kingpin has Martial Arts A, B, and C, as well as Wrestling skill.

CONTACTS: Kingpin has Criminal Contacts, and prides himself on knowing what is going on in his city in crime. His contacts also include Business/Finance in his role as Wilson Fisk, humble spice dealer. His agents can infiltrate most businesses, law enforcement agencies, and other organizations.

BACKGROUND: Wilson Fisk rose from self-described poverty to ruthless ruler of the largest independent crime operation on the East Coast. He considers the City of New York his fiefdom, with himself as the feudal lord dispensing favors and ordering punishments. Kingpin has no criminal record, as he has his organization perform the dirty work for him, leaving him a respected member of the business community (though the public knows Kingpin is Fisk, nothing has been proven).

Kingpin is a deadly opponent, and has hired super-powered operatives as agents and assassins. Upon discovering the secret identity of his foe, Daredevil, Kingpin used his connections to stop his bill payments, turn off his utilities, and have him thrown out of work. Then he blew up his house. Nice guy.

KLAW Ulysses Klaw

F	GD(10)	Health: 135
A	EX(20)	
S	RM(30)	Karma: 14
E	MN(75)	
R	FB(2)	Resources: Ty(6)
I	TY(6)	
P	TY(6)	Popularity: -3

KNOWN POWERS:

Body Transformation: Klaw's organic body has been irreversibly replaced with a material sonic energy form. Though solid, this form does not need to eat, drink, breathe, or sleep. It cannot be damaged except in certain specific cases.

- Exposure to vacuum inflicts Remarkable damage each round (sound must have a medium to travel through).
- Attacks with weapons of sound-dampening vibranium inflict full and normal damage.
- Presence of more than 10 lbs of sound-absorbing vibranium causes Endurance FEAT or loss of all Health.
- Sonic attacks will reduce Klaw's Health by an amount equal to the Intensity of the attack. Klaw may not be affected by other physical and energy attacks, though he may still be stunned or slammed (kill results are considered stuns). He has Incredible rank Body Armor for determining the effects of physical attacks. Should Klaw's Health be reduced to 0, he loses corporeal shape and is absorbed by his sonic converter.

Sonic Converter: Klaw's right hand has been replaced with a prosthetic device made of molybdenum steel and vibranium (Incredible material strength). This device can manipulate sound in distinct fashions.

- Sonic blasts of Incredible Intensity at a range of 10 areas.
- Projecting Sonic force fields of Incredible Strength
- Creation of Sonic objects of Remarkable material strength
- Create "sound creatures," quasi-living beings of solid sound that Klaw may control. These creatures take damage normally, and have these stats:

F	A	S	E	R	I	P
TY	TY	RM	RM	N/A	N/A	N/A

Destroying the sonic converter forces Klaw to make a FEAT roll or become unconscious.

TALENTS: Klaw is a former physicist.

BACKGROUND: Klaw was changed into his present form by leaping into a massive sonic converter. He has fought the FF and Avengers numerous times.

KRAVEN Sergei Kravinoff

F	IN(40)	Health: 140
A	RM(30)	
S	RM(30)	Karma: 66
E	IN(40)	
R	EX(20)	Resources: Gd(10)
I	IN(40)	
P	TY(6)	Popularity: -10

KNOWN POWERS:

Running: Kraven can move up to 4 areas/round when running.

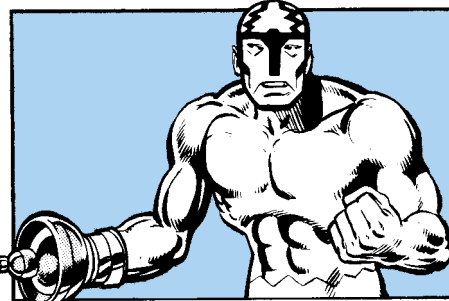
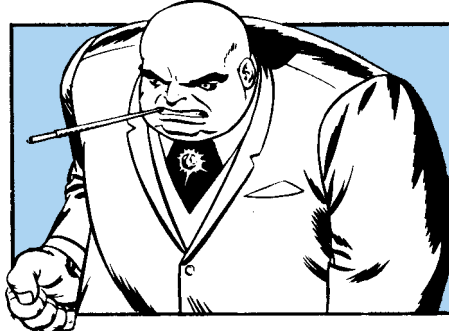
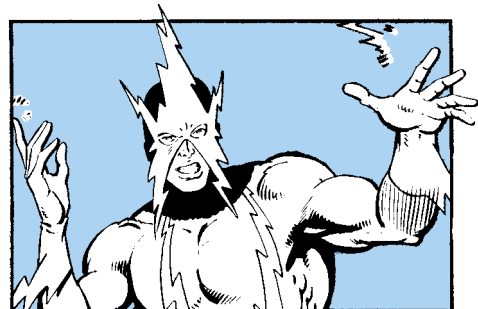
Weapons: Kraven uses a number of weapons in his "hunts," usually hidden in the terrain where he intends to hunt his prey.

- Axes (10 points Edged Thrown weapon)
- Manacles (Remarkable strength, Bullseye results in automatic Grapple)
- Spears (10 points Edged Thrown weapon)
- Whips (Typical strength)
- Darts (2 area ranges, Typical damage)
- Knock-out potions of Amazing Intensity (used to coat weapons)
- Poison gas of Good Intensity
- Vest containing narcotic dust sprayer (victim-3CS on all FEATs), must be adjacent to target to use. Amazing Intensity.
- Electro-Blaster: Incredible Energy attack, one area range, used infrequently
- Kraven NEVER uses bows or guns.

TALENTS: Kraven is a master chemist, specializing in herbal poisons and paralytics. He has Martial Arts A, D, and E, and in addition knows a Nerve Punch. Individuals who are Stunned in blunt attack combat must make an Endurance FEAT against Remarkable Intensity or be stunned for 2-20 rounds. Finally, Kraven is able to train wild animals, and often has one or two lions or tigers in his lair who respond to his verbal command.

CONTACTS: Kraven has no allies or organizations he feels he can depend on.

BACKGROUND: Kraven is a hunter who has stalked the deadliest animals of Earth and is searching for a new challenge. The hunting of super-human prey excites him, and he has entered this country illegally a number of times in order to battle the likes of Spider-Man and Tigra. Kraven seems to be torn between his desire for excitement and his sense of honor, and often allows an opponent to escape if the kill would not be honorable.



LEADER Samuel Sterns

F	GD(10)	Health: 56
A	GD(10)	
S	TY(6)	Karma: 125
E	RM(30)	
R	AM(50)	Resources: Rm(30)
I	RM(30)	
P	IN(40)	Popularity: -15

KNOWN POWERS:

Increased Mental Capacity: The Leader's super-developed brain is his chief gamma-ray mutation. His logic is always accurate, and his hunches are usually true. He has total recall of anything he has seen or read.

Weapons: Leader has developed a number of weapons and other inventions for his world-conquering bids, including:

- Stun Pistols of Amazing Intensity
- Force Rifles of Amazing Intensity
- Entangling gun that fires an Amazing strength cable
- Mind Control devices of Remarkable rank, range of 5 areas
- Omnivac—a sentient computer with a Reason of Incredible which maintains Leader's base of operations, an orbiting space station with Monstrous laser defenses

Minions: Disappointed with human lackeys, Leader has created his own set of plastic robots known as "humanoids." These pinkish human-form creations have the following stats:

F	A	S	E	R	I	P
TY	TY	CID	GD	FB	FB	FB

These humanoids have spongy, elastic bodies that provide Amazing protection from physical attacks and Remarkable protection from energy attacks. Humanoids have been known to combine into larger humanoids. For every ten humanoids that are combined, the physical stats (F, A, S, E) are raised by +1CS, along with recalculated Health for the new form. Physical abilities may reach a maximum of Unearthly in this fashion, provided enough humanoids are available. Leader controls these humanoids by mental command.

TALENTS: Leader's incredible intellect gives him all scientific talents, though he specializes in gamma radiation. Leader also has Engineering and Repair/Tinkering skills.

CONTACTS: None

BACKGROUND: High-school drop-out Sam Sterns was exposed to gamma radiation, which mutated his brain and gave him a greenish hue. Seeking to establish himself as a criminal mastermind, Leader has engaged in several schemes to take over the world. In the most recent attempt Leader was believed slain, but no body was found.

LIZARD Curtis Connors

F	EX(20)	Health: 140
A	RM(30)	
S	IN(40)	Karma: 44
E	AM(50)	
R	PR(4)	Resources: Gd(10)
I	GD(10)	
P	RM(30)	Popularity: 3/-10

KNOWN POWERS:

Body Armor: All of Connors' super-human Powers result from his Lizard incarnation. As the Lizard, his alligator-like hide provides Good protection from physical attacks.

Tail: As the Lizard, Connors grows a 6 1/2-foot-long tail. He is +1CS to hit with this tail, and inflicts Amazing damage.

Wall-Crawling: The pads and retractable claws on Lizard's hands and feet give him Incredible ability to adhere to vertical surfaces, and in addition allow him to inflict damage on the Edged Attack column.

Reptile Control: Lizard communicates and controls other forms of reptile life with Amazing ability. His maximum range of this control is 1 mile.

Alter Ego: Lizard's human alter ego, Curtis Connors, is a noted biologist and biochemist. He has the following stats:

F	A	S	E	R	I	P
TY	TY	TY	GD	RM	GD	TY

TALENTS: Lizard has no talents. Connors is an expert in biology, biochemistry and herpetology (reptile study), and retains his Medical Talent.

CONTACTS: Lizard has no contacts. Connors has contacts with Spider-Man.

BACKGROUND: Army surgeon Curt Connors lost his right arm as a result of a gangrenous war wound. Researching the regeneration properties of certain reptiles, Connors injected himself with the compound that controlled that regeneration. Connors regained his lost arm, but the chemical further mutated him into a reptilian form of almost mindless rage. As the Lizard, Connors baffled Spider-Man on a number of occasions, and has been "cured" of his affliction, only to become the Lizard again. He has currently reverted to his human form, though how long he will remain in that form is up to debate.

LOKI Loki Laufeyson of Asgard

F	RM(30)	Health: 150
A	EX(20)	
S	AM(50)	Karma: 115
E	AM(50)	
R	EX(20)	Resources: Rm(30)
I	EX(20)	
P	MN(75)	Popularity: 25

KNOWN POWERS:

Dense Flesh: Loki is the diminutive son of an Asgardian frost giant. His superhuman flesh affords him Excellent protection from physical and energy attacks.

Mental Abilities: Loki possesses a number of highly developed mental powers that are non-magical in origin. They include:

- Thought-casting—Loki may communicate telepathically (but not read minds) with Class 1000 ability, reaching across dimensions. He may plant suggestions with Amazing ability.
- Enhanced Senses—allowing him to perceive happenings in distant regions and other dimensions.
- Project a mental image of himself, similar to astral projection.

Magical abilities: Loki has developed a host of magical Powers over the long years. His level of mastery is Monstrous unless otherwise stated.

- Shape-Shifting, Unlimited (P)—Loki can transform himself into any size animal or plant, gaining the stats and abilities (but retaining his Health).
- Imitation (P)—as the Power with Unearthly ability. Loki does not gain Powers or abilities.
- Matter Rearrangement and Transformation (U)—Loki may alter material with Unearthly ability (cannot affect materials of more than Unearthly material strength, such as adamantium) as well as made molecular changes.
- Animate Objects (U)—as the Power, with Unearthly ability.
- Eldritch Blasts (U)—Loki can fire bolts of up to Monstrous force or energy damage, up to 10 areas away.
- Shield, Personal (U)—as personal force field, providing Monstrous protection from physical, energy, and mystical attacks.
- Enhancement (U)—Loki can increase the abilities of others (usually mortals he uses as pawns) and invest them with temporary mysticbased powers. Loki may enhance up to the Monstrous rank in this fashion. Make a Psyche FEAT roll for nature of enhancement; Loki may add Karma to the roll:

- White result—2 abilities raised +2CS
- Green result—3 abilities raised +2CS plus one random Power
- Yellow result—3 abilities raised +3CS plus two random Powers
- Red result—4 abilities raised +3CS plus three random Powers This enhancement lasts as long as Loki concentrates on the spell, and may be made permanent only by use of Magical talismans.
- Dimensional Travel (D)—Loki may move between the dimensions with Monstrous ability, and, given a powerful enough talisman, cast spells between the dimensions as well.
- Life Protection (D)—Loki's body can be injured, even slain, without affecting the life force of the Asgardian god of mischief. The precise workings of this spell have not yet been revealed, but Loki may suffer a Kill result and still reanimate his body at a later time. Massive destruction of his form (chopping it into little pieces and jumping on them) may kill him.

Magic Talismans: Loki's spell abilities only last as long as he concentrates on them. This proves unfortunate to the enhanced agent if Loki gets distracted while the agent is in combat with Thor. For this reason, Loki uses talismans to effect powerful and long-lasting changes. A Talisman has a rank equal to the highest ability of its possessor, or the highest rank of the item itself. This Talisman Rank will allow Loki to maintain spells of lower ranks. For example, Loki used the Sword of Surtur (about Class 1000) to transform Thor into a frog, but could not affect Mjolnir with this talisman.

TALENTS: Loki knows extensive occult and mythological lore. He is not adept at physical attacks.

CONTACTS: Loki is the adopted son of Odin, and uses this connection to get away with all sorts of mischief in Asgard. He also has ties with the Frost Giants and other Asgardian enemies.

BACKGROUND: Loki was found by Odin upon his defeat of the Frost Giants and adopted as a companion to Odin's son Thor. Loki's sibling rivalry with Thor grew into a deep hatred, and Loki's later life has been devoted to his acquisition of power, both to take over Asgard and to destroy his hated brother. Loki is known as a god of mischief, as well as a god of evil, since most of his actions seem directed at harassing his opponents with style. As a near-immortal, Loki becomes bored easily, so an enhanced agent may find his powers stripped after the first or second failure.

MADCAP Real Name Unrevealed

F	GD(10)	Health: 60
A	EX(20)	
S	GD(10)	Karma: 66
E	EX(20)	
R	TY(6)	Resources: Pr(4)
I	RM(30)	
P	RM(30)	Popularity: 0

KNOWN POWERS:

Regeneration and Recovery: Madcap has Shift Y Regeneration and Recovery Powers, and is able to regain 20 points of Health in a single turn. Madcap cannot be slain, and may attempt to regain lost Endurance by a FEAT roll every ten turns. Stun results against him are considered Slams and, considering his Recovery abilities, Madcap never spends Karma to make Endurance FEAT rolls.

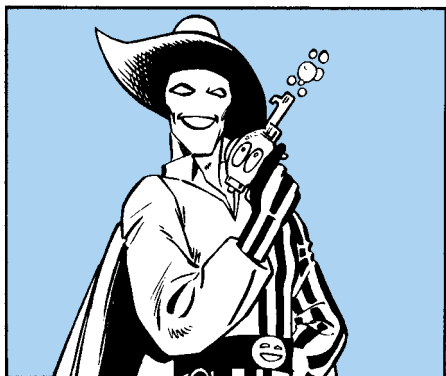
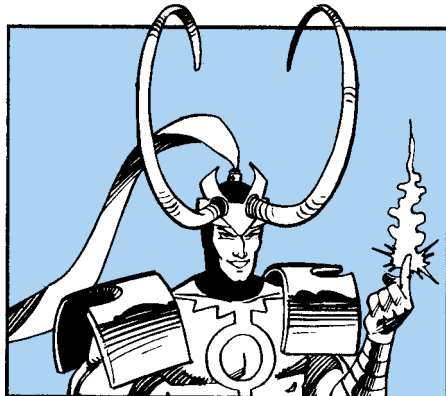
Emotion Control: Madcap has a specialized form of emotion control that operates at Unearthly level. To make this form of emotional attack Madcap must make eye contact with his target (to this end he wears garish clothing and uses "weapons" such as a bubble gun to attract attention). The target must make an Intuition FEAT, with failure resulting in the character acting crazy for 10 rounds plus 1-10 rounds. In game terms, inform players that their characters are pleasantly looney, and award Karma for good role-playing. While under the effects of Madcap's Power, the affected heroes may not engage in combat, but may find themselves in dangerous situations as a result of their actions (tap-dancing up the on-ramp of an interstate may prove perilous). If the character succeeds with the FEAT, he is still light-headed and performs all FEATs at -1CS for the next 1-10 rounds.

Weapon—Bubble Gun: This is an ordinary bubble gun with no special properties, which Madcap uses to call attention to himself. He lets people believe it is the bubbles that cause looney behavior.

TALENTS: None Revealed

CONTACTS: None admitted to

BACKGROUND: Madcap gained his Powers when the church bus he was riding was rammed by an AIM tanker truck containing Compound X07. Hurlled clear of the explosion, he was the sole survivor of the crash, a fact which shattered his belief in a rational universe. He was driven deeper into insanity by the discovery he was resistant to pain and could recover instantly. Dressing himself in gaudy clothes, Madcap set out to prove that things happen without cause and effect, there is no justice or reason, and everyone should be mad as a March hare.



MANDARIN

Real Name Unrevealed

F	RM(30)	Health: 90
A	EX(20)	
S	GD(10)	Karma: 60
E	RM(30)	
R	IN(40)	Resources: Am(50)
I	GD(10)	
P	GD(I 0)	Popularity: -12

KNOWN POWERS:

Force Field: Mandarin's costume projects a thin, powerful force field of Monstrous Intensity. He may not fire his weaponry through the field, but may attack physically, gaining a +2CS to damage when it is employed.

Weapons: Mandarin's ten rings, recovered from a crashed alien ship and modified, are the source of his Power. Their abilities, from left hand, little finger to the right are:

- Ice Blast—Remarkable Intensity cold, Endurance FEAT to avoid being stunned; Range 2 areas.
- Mento Intensifier—Remarkable Mind Control, Range 1 area.
- Electro-Blast—Remarkable energy attack, Range 3 areas.
- Flame-Blast -Remarkable Intensity heat, Range 2 areas.
- White Light—Remarkable Intensity light or radiation up to 5 areas away
- Matter-Rearranger—Remarkable Intensity matter manipulation, but not transmutation. This ring cannot work on force fields.
- Impact Beam—Incredible Force attack, Range 2 areas.
- Vortex Beam—Remarkable Air Control, permitting flight by the user at Excellent speeds and other Power stunts.
- Disintegration—Monstrous disintegration, with no effect on living targets. One area range, and requires 20 minutes to recharge after use.
- Black Light—Remarkable Intensity Dark-force, 2 area range. Mandarin has a strong psionic link with his rings, such that only he may use them, and may monitor activity occurring around them should they be removed.

TALENTS: Mandarin has Martial Arts A, D, and E. He is also skilled in Electronics, Biochemistry, Engineering, and Repair/Tinkering.

CONTACTS: None

BACKGROUND: Mandarin, a long-time foe of Iron Man, derives his Power from the rings (of modified alien technology) he wears. Mandarin seeks the destruction of Iron Man and subjugation of the West.

MANDROID

F	01)(10)	Health: 70
A	GD(10)	
S	RM(30)	Karma: 18
E	EX(20)	
R	TY(6)	Resources: N/A
I	TY(6)	
P	TY(6)	Popularity: 0

KNOWN POWERS:

Body Armor: The Mandroid armor's osmium steel construction provides Incredible protection from energy and physical attacks.

Life Support: The wearer of the suit can survive on filtered air for two months, and in addition has Amazing Resistance to Heat and Radiation.

Weapons Systems: The Mandroid suit is equipped with a number of weapons systems.

- Neuro-Stunner—range 1 area, projects Incredible Intensity stunning.
- Tracker/Repeller fields—range 3 areas, may manipulate objects at a distance with Remarkable Strength. It may also generate a personal force field of Amazing Intensity, but may not fire other weapons systems.
- Laser Torch—Range of 7 areas, inflicts Excellent Energy damage.
- Punch-Blasters—Range of 1 area, inflicts Remarkable Force damage.

Sensors: The Mandroid armor has Remarkable Protected Senses, and has Infravision of 3 areas, radar/sonar of Remarkable ability, and full range radio/communications system, including loudspeakers for crowd control.

Remote Control: Should the wearer be injured or knocked out, the suits may be programmed for specific action(usually escape).

TALENTS: According to the wearer, usually military, detective/espionage, or law enforcement.

CONTACTS: None

BACKGROUND: The Mandroid armor is the super-suit of choice for organizations that may be going up against super-powered foes. Designed by Tony Stark and later produced by Stane International, plans have also fallen into the hands of criminal elements, and they may have constructed their own suits. S.H.I.E.L.D. currently has 5 operational suits, which they use for hazardous missions involving the capture of super-human beings.

MASTER

Real Name Unrevealed

F	RM(30)	Health: 100
A	EX(20)	
S	EX(20)	Karma: 80
E	RM(30)	
R	IN(40)	Resources: In(40)
I	GD(10)	
P	RM(30)	Popularity: 0

KNOWN POWERS:

Plodex Technology: The Master has access to the technology of an advanced, hostile race known as the Plodex. The Master has used this technology to create for himself several installations and devices to aid him in world conquest. A typical installation is of Huge capacity, and is defended by grapples of Incredible strength and laser and force cannon of Amazing Intensity. The stats of his Submersible vehicle, now destroyed, were:

Control	Speed	Body	Protection
Ex	Gd	Rm	Rm

The Master controlled his installations directly by means of controls built into his cybernetic helmet, and as such was aware of any activities within those areas. This contact may be broken by damaging his helm.

Immortality: As long as the Master remained within his Plodex-programmed sanctuary, the machines provided him with virtual immortality. Whether that ability continues now that he has been removed from the main complex is unknown.

TALENTS: The Master has Martial Arts A, D, and E, and is an expert in the alien technology of the Plodex. He also has Repair/Tinkering.

CONTACTS: None

BACKGROUND: The Plodex are an aggressive, hostile alien race that conquers other planets by imitating the dominant life form. The Plodex ship sent to Earth was damaged and released its preprogrammed eggs early, but still summoned the most dominant life form to its location in the Arctic. This was a successful Ice Age hunter who had been cast out from his tribe. The Plodex ship captured the hunter and destroyed him in study, keeping his mind alive (but insane) in its memory banks. That hunter overcame his insanity and took control, reintegrating his body in its present form. With this new form, and the technology of the Plodex at his disposal, the hunter retitled himself Master of the World. The Master's motives seem shaped by his hatred of the Plodex and his desire to rule.

MASTERMIND Jason Wyngarde

F	PR(4)	Health: 44
A	TY(6)	
S	PR(4)	Karma: 120
E	RM(30)	
R	GD(10)	Resources: Gd(10)
I	GD(I 0)	
P	UN(100)	Popularity: -10

KNOWN POWERS:

Illusion Generation: Mastermind is a mutant with the ability to generate three-dimensional illusions with visual, olfactory, and tactile components, with Unearthly ability. His Power is such that those confronted with an illusion must make an Intuition FEAT to disbelieve. Damage caused by Mastermind's illusions is imaginary, but reduction to 0 Health or Endurance by illusionary attacks results in unconsciousness for 1-10 rounds. Mastermind uses his Power in the following stunts.

- Creates multiple images of himself, one of which may or may not be his real form
- Become invisible by blending with the background, with Unearthly ability
- Creates imaginary entrapment devices. If believed, these items have the apparent material strength of the actual item (unfortunately, most steel alloys are similar in feel, so that bands of Adamantium would have only Incredible strength).
- Mask his own or another's appearance with Unearthly ability
- Creates illusions of attack forms (flames, giant scissors, etc.) within 10 areas

Mastermind's illusions appear to all within the target area. He cannot selectively affect certain targets. His illusions do not appear over cameras or technological devices.

Weapons: Mastermind was equipped for a while with a "Mindtap mechanism" that allowed him to broadcast illusions directly into one particular mind, with +2CS ability. He also carries a handgun.

TALENTS: None revealed

CONTACTS: Wyngarde retains his contacts in the circus.

BACKGROUND: Carnival mentalist Jason Wyngarde was recruited by Magneto to form his original Brotherhood of Evil Mutants. Since the folding of that group, Wyngarde has worked as an independent, attempting to subvert Phoenix as his bid for entry into the Hellfire Club. He has learned to work behind the scenes, playing mind games with his opponents.

RED GHOST Ivan Kragoff

F	GD(I 0)	Health: 90
A	EX(20)	
S	GD(10)	Karma: 46
E	AM(50)	
R	RM(30)	Resources: Rm(30)
I	TY(6)	
P	GD(10)	Popularity:

KNOWN POWERS:

Intangibility: Red Ghost may break down the atoms of his body to form an intangible, translucent, mist-like form. In this form, Kragoff may pass through solid objects with Amazing ability in a manner similar to Shadowcat. While intangible, Kragoff may not be affected by physical or energy attacks, and while intangible he may go for extended periods without needing to eat, drink or breathe (unlike Shadowcat, who must breathe even while in phase-form). Red Ghost may make inanimate objects intangible with Amazing ability, on touch.

Minions: Kragoff is served by three "super-apes" with the following abilities:

MIKLHO: Gorilla with super-strength

F	A	S	E	R	I	P
GID	GID	AM	IN	FB	FB	FB

Miklho has Incredible protection against physical and energy attacks.

IGOR: Baboon with shape-changing Powers

F	A	S	E	R	I	P
GID	EX	TY	IN	FB	FB	FB

Igor can change shape into forms roughly the same size as a baboon, with Amazing ability.

PEOTOR: Orangutan with Magnetic abilities

F	A	3	E	R	I	P
TY	EX	TY	IN	FB	FB	FB

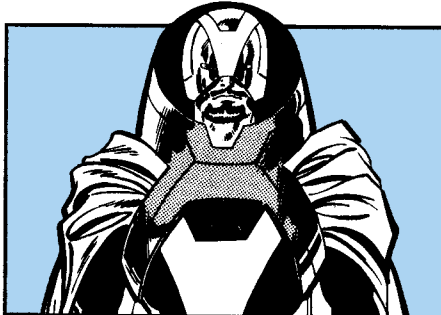
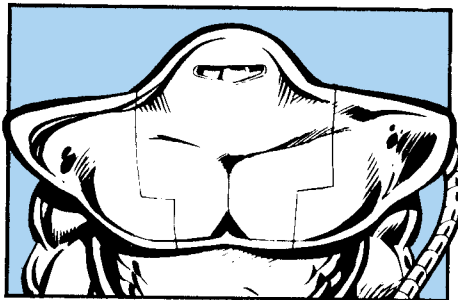
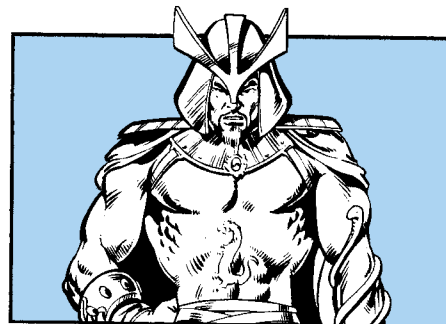
Peotor has Amazing Intensity Magnetic Control, and uses that Power to attract and repel objects as with Amazing Strength.

The super-apes have little initiative, and must be controlled by a third party (usually Kragoff or one of his agents) to perform specific tasks.

TALENTS: Kragoff is a scientist specializing in cosmic radiation.

CONTACTS: None

BACKGROUND: Soviet scientist Ivan Kragoff and his crew of simians gained their Powers in a cosmic radiation storm similar to that which created the Fantastic Four. Now a criminal in exile, Kragoff is trying to work on his plans without interference of super-powered foes.



RED SKULL

Johann Schmidt

F	EX(20)	Health: 80
A	EX(20)	
S	GD(10)	Karma: 125
E	RM(30)	
R	RM(30)	Resources: In(30)
I	EX(20)	
P	MN(75)	Popularity: -75

KNOWN POWERS:

Weapons: In his career, Red Skull used a number of weapons and devices. They included:

- “Dust of death,” a Remarkable Intensity poison that causes those who fail the Endurance FEAT to resemble a Red Skull. He may fire the dust in pellet-form from a specially-designed handgun.
- “Skull infection”: A mutated disease of remarkable Intensity that causes the victim failing an Endurance FEAT to resemble the Red Skull and be more susceptible to his mind control devices (-3CS on all Psyche FEATs).
- Mind Control devices of Amazing Intensity
- “Sleepers”: Preprogrammed war machines built by the Third Reich in the event of their defeat to be used against the allies. These machines were controlled by the Red Skull for his plans of world domination. These “Sleepers” are giant robots with Monstrous physical stats, and Incredible material strength.

TALENTS: The Red Skull has Marksmanship and Martial Arts A, C, and E. He also has Leadership ability.

CONTACTS: Red Skull has used many lesser criminals as his pawns over the years, and retained a reputation among criminal scientists. His closest “ally” is the master of genetic manipulation, Arnim Zola.

BACKGROUND: Bellboy Johann Schmidt was chosen by Adolf Hitler to become a “Perfect Nazi,” and was totally immersed in Nazi training and beliefs. As the Red Skull, Schmidt exceeded Hitler’s expectations in cruelty and evil, rivaling the madness of Hitler himself. Kept in suspended animation until recently, Skull returned to battle his old nemesis, Captain America, a number of times. In their final battle, The Red Skull’s life-sustaining formula ran out, and he died of old age. His body was burned by his daughter, but the nature of the Red Skull’s evil is so eternal it is unknown whether the world has seen the last of the Red Skull.

SCORPION

MacDonald Gargan

F	RM(30)	Health: 150
A	IN(40)	
S	IN(40)	Karma: 22
E	IN(40)	
R	TY(6)	Resources: Ty(6)
I	TY(6)	
P	GD(10)	Popularity: -15

KNOWN POWERS:

Wall-crawling: Scorpion may crawl along vertical surfaces with Excellent ability, provided he can get a grip on the surface (unlike Spider-Man, Scorpion cannot climb a glass wall, but he can climb masonry or concrete).

Body Armor: Scorpion’s insulated costume provides Excellent protection from physical attacks and Remarkable protection from electrical attacks.

Scorpion’s Tail: Scorpion’s costume is equipped with a seven-foot-long tail, which Gargan controls cybernetically. This tail is made of Incredible-strength material and has a number of uses and properties.

- Used as a blunt weapon, the tail inflicts Amazing blunt attack damage, with +1CS to hit.
- Coiled as a spring, the tail allows Gargan to Leap as if having Amazing Strength.
- The tip of his tail is equipped with a plasma projector capable of inflicting Remarkable Energy damage at a range of 10 areas.

TALENTS: Gargan is a former private detective, and despite his madness has Detective/Espionage ability.

CONTACTS: Gargan is primarily a loner, given the fact his primary residence is the mental institution from which he escapes.

BACKGROUND: J. Jonah Jameson offered Gargan ten thousand dollars to undergo mutagenic modifications that would turn Gargan into a super-powered opponent that could combat and defeat Spider-Man. After the transformation that increased Gargan’s physical abilities, it was discovered that these modifications affected Gargan’s mind as well. Gargan’s mental stability and ability to distinguish right from wrong quickly eroded, and Scorpion became a super-powered villain. Scorpion was defeated by Spider-Man a number of times and placed in a mental institution by Jameson, who feels responsible for Gargan’s fate. Gargan agrees that Jameson is responsible, and has broken out a number of times to take his revenge on Jameson.

TITANIUM MAN

Boris Bullski

F	RM(30)	Health: 185
A	RM(30)	
S	AM(50)	Karma: 40
E	MN(75)	
R	01(10)	Resources: Gd(10)
I	EX(20)	
P	GD(10)	Popularity: -30

KNOWN POWERS:

Body Armor: All of Comrade Bullski’s Powers derive from the the titanium/titanium steel armor he wears. Bullski’s normal abilities are:

F	A	S	E	R	I	P
GD	EX	GD	RM	GD	EX	GD

The armor provides Incredible protection from physical attacks, and Monstrous protection from energy attacks. The armor has Monstrous Resistance to Heat, Cold, and Radiation.

Flight: All-titanium jet engines in the suit’s boots allow Titanium Man to fly at Monstrous Speed (30 areas/round). If used as weapons, these boot-jets inflict Remarkable force damage.

Weapons Systems: The Titanium Man armor is equipped with systems, including:

- Gauntlet-Blasters of Amazing Force damage at a range of 10 areas.
- Helmet-mounted heat beam, inflicting Incredible Heat (Energy) damage at a range of 5 areas.
- Gauntlet-mounted tractor beam, allowing the wearer to exert Incredible Strength at a range of 5 areas.
- Radar Rings of coiled metal fired at a range of 5 areas which, if they hit, Grapple the opponent with Remarkable Strength.

Cloaking Device: Creates an Illusion (of Invisibility) of Amazing Intensity over the wearer of the armor. May be used as an ECM as well against radar devices.

TALENTS: Boris Bullski is skilled in bureaucracy and Detective/Espionage.

CONTACTS: After a lengthy period of exile, Titanium Man has renewed ties with a faction in the Soviet government which may provide him with Amazing Resources.

BACKGROUND: Bullski was an out-of-favor Soviet official who sought to regain the party’s good graces by building the Titanium Man armor and defeating Iron Man. After several defeats, Bullski went freelance in his vendetta against the armored avenger. A recent reverse in a battle with Beta Ray Bill may have destroyed Bullski and/or the armor, but that is uncertain at this writing.

VULTRON-11

F	EX(20)	Health: 200
A	RM(30)	
S	AM(50)	Karma: 54
E	UN(100)	
R	IN(40)	Resources: Rm(30)
I	GD(10)	
P	PR(4)	Popularity: 0

KNOWN POWERS:

Body Armor: The exposed surfaces of Ultron's body are pure adamantium, a Class 1000 material that provides Invulnerability to physical and energy attacks. His joints and internal workings are less resistant, so have only Shift X protection from bullseye missile or wrestling attacks directed against them. Ultron is Invulnerable to Heat, Cold, Radiation, and Corrosives.

Weapons Systems: Ultron possesses a number of weapons systems developed over the years, including:

- Concussion Blasters mounted in the hands capable of inflicting up to Monstrous Force damage at a 4 area range.
- Tractor Beams mounted in the hands, allowing Ultron to exert Remarkable Strength up to 10 areas away.
- Induction installed within armor that allows Ultron to absorb external energy with Unearthly ability. An unlimited amount of energy may be stored, and upon absorbing it Ultron regains that amount of Health and is +1CS on all FEATs for 1 -10 rounds following the absorption.
- Encephalo Beam mounted in Ultron's head allows him Mind Control Powers of Incredible ability. Ultron uses this ability to put antagonists to sleep, and to control minds to help him rebuild his body.

TALENTS: Ultron's programming is extensive enough for him to be considered to have Engineering and Repair/Tinkering Talents.

CONTACTS: Ultron has no Contacts, though he has used super-powered felons as pawns before. Ultron maintains a large number of complexes across the country where he stores additional bodies and repair programs to restore his form after defeats.

BACKGROUND: Ultron-I was developed as a sentient robot with open-ended programming designed by Hank Pym. Ultron soon became a long-running foe of the Avengers, continually refining his body and programming with the long-range goals of destroying his "Father"—Pym—and destroying organic life on Earth. His most recent incarnation was destroyed by Wonder Man, but he may yet return.

VULTURE

Adrian Toomes

F	EX(20)	Health: 110
A	RM(30)	
S	EX(20)	Karma: 50
E	IN(40)	
R	RM(30)	Resources: Ty(6)
I	GD(10)	
P	GD(10)	Popularity: -3

KNOWN POWERS:

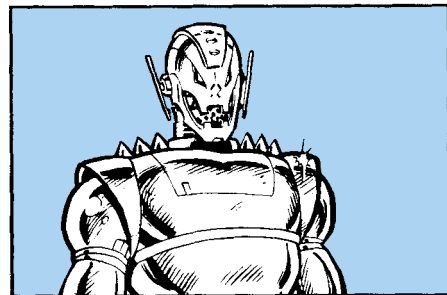
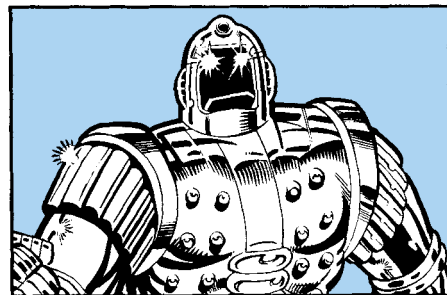
Flight: Vulture takes his name from the flying harness he wears, an electro-magnetic antigravity generator that allows him to fly silently at Typical Air Speed (6 areas/round). He may blindside unsuspecting opponents from above, as his flight makes no noise. Vulture is welltrained with his wings, such that he may make airborne FEATs at +1CS for success.

LIMITATION: Vulture's harness raises Toomes' abilities to the listed levels. Once deprived of the harness, Toomes' abilities return to more normal levels. In game terms, Toomes' physical abilities (and resultant Health) are reduced by 1CS per week for the first two weeks with no further effect after that time. They are regained immediately upon donning his wings.

TALENTS: In addition to his prowess with his wings, Toomes is an expert in Electronics.

CONTACTS: Toomes maintains criminal contacts at the street level, and has on several occasions organized gangs of thugs to help him in his crimes.

BACKGROUND: Adrian Toomes invented a flying harness that boosted his abilities. He first used it to harass and terrorize his embezzling business partner. The feeling of power Toomes enjoyed in his robberies were matched by his increase in wealth, and as Vulture, Toomes began a long criminal career. Despite several defeats at the hands of Spider-Man, Vulture remains a crafty foe. Toomes has retired from his career on several occasions, but has returned to crime, usually spurred on by some airborne pretender to his aerial abilities. Other individuals, using the designs of the Vulture suit, have endeavored to set themselves up as heirs to the Vulture's throne, but he has always returned to deal with such pretenders.



ENTITIES

Entities of Great Power

The following characters are major forces in the Marvel Universe, the ones that players should encounter very rarely at best, as they will likely be overmatched if they attempt to fight them directly. These great Powers have their own rules and laws by which they play, unknown to us mere mortals.

CELESTIALS

F	MN(75)	Health: 6175
A	UN(1100)	
S	CL3000	Karma: 3000
E	CL3000	
R	CL1000	Resources: CL3000
I	CL1 000	
P	CL1000	Popularity: N/A

KNOWN POWERS:

Body Armor: Celestials have Class 3000 protection against physical and energy attacks. They have Class 3000 Resistance to Heat, Cold, Radiation, Toxins, Disease, and Corrosives. A Celestial cannot be slain, even if reduced to 0 Health or Endurance. In this state, a necessary component of their armor may be removed, placing them in suspended animation until that piece is restored.

Energy Powers: Celestials have Class 1000 abilities to manipulate all forms of energy, including all forms of radiation, light, and psionic power. They may perform any energy-related Power at Class 1000 ability, including force and energy rays, force fields, all mental Powers, teleportation, levitation, and weather control. Five or more Celestials may combine their forces to gain a +1CS (to lass 3000) in effect. Following their last visit to Earth, the Celestials used their Powers to eradicate all memory and evidence of their presence from the minds of mankind.

BACKGROUND: The origin of the armor-clad Celestials is unknown, nor has anyone seen what they look like beneath their distinctive 2000-foot-high armor. They are a star-faring race that locates nascent sentient races and manipulates their genetic make-up, then returns in the future to judge whether they are a threat. If judged a threat to the universe, then that race is destroyed. On Earth, the Celestials created the alternate human races of Eternals and Deviants, and placed the potential for benign mutation in mainline humanity. In other visits, they sank Lemuria to prevent the success of the Deviant line, and threatened to seal the dimensional nexus to prevent the interference of extra-dimensional beings. The Celestials are enigmatic, and except for their master plan, take no notice of the life they tower over.

DEATH

F	CL5000	Health: 20000
A	CL5000	
S	CL5000	Karma: Unlimited
E	CL5000	
R	CL5000	Resources: N/A
I	CL5000	
P	CL5000	Popularity: -1000

KNOWN POWERS:

Death can use any of the Powers listed within these books as it sees fit at Class 5000 ability. It does not usually use these Powers directly, as it prefers to operate through other agents or to wait for its prey to fail and eventually die. Death may manifest itself as a humanoid being of either gender, but is normally presented as female.

BACKGROUND: The origin and true nature of Death is unknown. It is apparently one of the basic forces of the universe, along with Eternity. Death is the name of the universe's conception of "death-forces" and embodies the principles of mortality and decay.

Death's motives are unknown and unknowable. However, it has appeared on several occasions under defined circumstances to achieve certain ends. These ends include:

- Challenging those who create the undead, creatures that are neither alive nor dead and as such not under its control. This includes those who create vampires and zumbies.
- Presiding over the death of a long-lived or immortal being. Death has engaged in a game of chance with an Elder of the Universe for the spirit of another Elder.
- Dealing with extradimensional beings of the "Death-god" type, such as Hela. The precise relationship between Death and such "deathgods" is unclear; such gods seem to be agents of Death in that they actively harvest individuals in return for a percentage of the take.
- Appearing to those capable of wielding great destructive power, such as Galactus or Thanos of Titan. These individuals, while not agents of death, have served it well by destroying a great deal of life. Death has also appeared, and was destroyed for a short time, by the Beyonder. Whether this was in its own interests is unknown.

One specific way of dealing with Death is shown by those with Valkyrie Powers, such as Mirage of the New Mutants. The Valkyrie gained their special position as choosers of the slain through an unknown agreement, but can apparently stave off Death even though the individual who is dying would normally pass into the great beyond.

ETERNITY

F	CL500	Health: 20000
A	CL500	
S	CL500	Karma: Unlimited
E	CL600	
R	CL500	Resources: Unlimited
I	CL500	
P	CL500	Popularity: 0

KNOWN POWERS:

Eternity may perform any of the Powers or actions listed in these books with Class 5000 ability, though it does not do so with any regularity. Eternity's form cannot be perceived unless it so wish es it, as it is an abstract being.

BACKGROUND: The origin and precise nature of the abstract being known as Eternity is unknown and unknowable. It is the sum total of collective consciousness of all living things in the universe, the embodiment of their life as Death is the embodiment of the ending of that life.

Unlike Death, which Eternity refers to as its sibling, Eternity does not often take an active hand in the dealings of the trillions of lives that make up its total. However, since controlling the being Eternity allows the controller to wield Eternity's unlimited Powers over the beings that make it up, this entity is a target for extra-dimensional attackers of various abilities. Often Eternity can deflect such attacks without significant exertion, but on occasion has had to bring its own servants into play. While not as organized as the "death-gods" that serve Death, these servants are usually powerful individuals, such as Doctor Strange, who may combat the attackers on their own mortal levels. These servants have a vested interest in seeing Eternity survive intact, as their own existence makes Eternity possible.

As Eternity is the sum total of all living forces, destruction of Eternity may eradicate the game universe, and with it all other quasiphsical entities. The two exist as partners, not competitors, and Death has never shown any rivalry against its "sibling." Eternity, for its part, has rarely shown any interest in the pieces that make it up, though it given sufficient threat (on the level of the Beyonder) would willingly sacrifice part of its infinite existence (and the planets, stars, and lifeforms that make up that existence) to foil such a foe.

GALACTUS

F	MN(75)	Health: 4150
A	MN(75)	
S	CL1000	Karma: 3000
E	CL3000	
R	CL1000	Resources: CL3000
I	CL1000	
P	CL1000	Popularity: -1000

KNOWN POWERS:

Body Armor: Galactus' armor provides Shift X protection from physical and energy attacks. In addition, Galactus is Invulnerable to Heat, Cold, Corrosives, Toxins, Disease, and Radiation.

Energy Manipulation: Galactus has Class 3000 ability to manipulate all forms of energy. He has used that ability for a number of Power stunts.

- Transform and transmute living and non-living matter.
- Project Energy or Force with unlimited range.
- Teleportation of self or other objects
- Creation of Force fields
- Endow others withMk portion of his power
- Manipulate objects as if having Unearthly Telekinesis
- Flight at Class 3000 Speeds

Galactus does not use his Powers at full levels of ability as they drain his cosmic energies, preferring to rely on his technologies.

Telepathy: Galactus has Unearthly Telepathy, but may only read a mind that is not being read by another.

Technology: Galactus has an unbelievable amount of technological devices available to him, noted by the high Resources rating. He has a spherical shuttle ship that may carry him between the stars, and carries equipment to allow him to eat planets without expending any of his own energies. His solar system-sized world ship, Taa 11, was destroyed in a conflict with the Beyonder.

LIMITATION: Hunger. In order to survive, Galactus must consume the bio-energies of planets that support (or have the potential to support) life. Galactus' hunger is so severe he must feed every 30 Terran days or begin to suffer reductions in abilities. Use of his Powers at full abilities reduce this time by 1 Terran day for each instance. After 30 days Galactus' Class 3000 abilities will slip to Class 1000, with resultant reduction of Power and Health. After another 30 Terran days, all Class 1000 abilities diminish to Shift Z (one of the few cases when such a shift is possible). After 90 days, they lessen to Shift Y, and so on. It is theoretically

possible for Galactus to die of starvation, but upon reaching the Shift X level, he will take any measures necessary to prolong his life. Galactus may devour a planet's energies by using specially-built devices, or by absorbing the energy (the last leaves Galactus immobile for 1-10 days). The process takes 24 hours to initiate and complete.

BACKGROUND: Galan of Taa survived the destruction of his universe and the big bang that created ours. Created at the same time as the entities of Death and Eternity, Galactus can be considered a sibling of these two great powers. Galactus is spurred by his great hunger, and must consume planets to survive. His desire to consume Earth has brought him into conflict with Earth heroes on a number of occasions. On the last occasion, Reed Richards saved Galactus' life and the Earthwoman Frankie Raye volunteered to serve as his Herald (see below).

NOVA

Frankie Raye of Earth

F	AM(50)	Health: 325
A	MN(75)	
S	UN(100)	Karma: 135
E	UN(100)	
R	EX(20)	Resources: N/A
I	MN(75)	
P	IN(40)	Popularity: -50

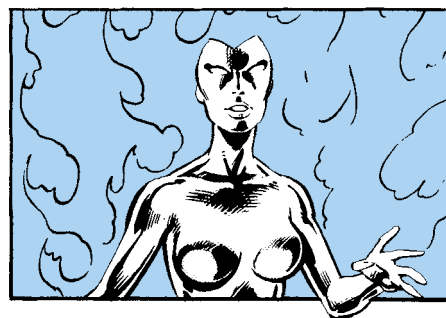
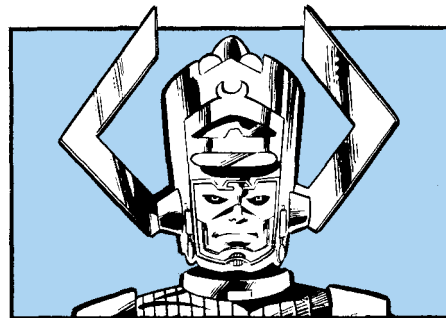
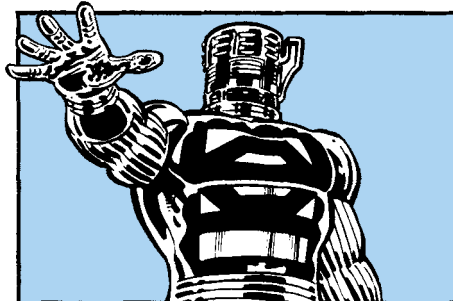
KNOWN POWERS:

Fire Generation and Control: Nova may generate and wield flame with Shift Z ability, and may perform all Power stunts listed for Fire Generation and Fire Control in the Players' Book.

Body Armor: Nova has Unearthly protection from physical and energy attacks. She is Invulnerable to Heat, Cold, Flame, and Disease, and can survive without air or food. She is normally wrapped in fire of Amazing Intensity, so that weapons of less than this material strength will melt and persons grappling will take Amazing damage.

Flight: Nova can fly at Class 3000 Speeds, opening jumps into hyperspace to span the stars.

BACKGROUND: Frankie Raye is the step-daughter of the man who originally created the android Human Torch of WWII, and was the girlfriend of Johnny Storm. She gained her own flaming Powers from exposure to chemicals. When Galactus visited Earth last, Raye offered to serve as his Herald. The Devourer of Worlds agreed and increased her Powers to their present levels. She has served him as such since then.



HELA

Hela of Hel and Niffleheim

F	AM(50)	Health: 1200
A	AM(50)	
S	UN(100)	Karma: 170
E	CL(1000)	
R	RM(30)	Resources: Mn(75)
I	IN(40)	
P	UN(100)	Popularity: -75

KNOWN POWERS:

Body Armor: As all Asgardians, Hela has Good protection from physical and energy attacks. In her province as a Death Goddess, she is Invulnerable to Heat, Cold, Disease, Radiation, Corrosives, and Toxins.

Death-Goddess Powers: Hela is a servant of the quasi-physical being Death, through an unknown pact or arrangement. Her province is the dead of Asgard, and she rules over the deceased spirits in Niffleheim and Hel (the “honorable dead” dwell in the realm of Valhalla). As a death-goddess, Hela has the following Powers:

- Complete control over the dead of Niffleheim and Hel (Class 3000 Mind Control).
- Class 5000 Illusion Powers, including masking the nature of the lands of Hel.
- Death touch—Target must make Endurance FEAT against Class 1000 Intensity or begin losing Endurance levels.
- Aging Rays—Unearthly Intensity rays shot from the hands that age the target 100 years per hit. Sustained combat will destroy longlived Asgardians.
- Hand of Glory—Attack of Unearthly mystic strength delivers as Edged attack. Can scar even tough Asgardian flesh.
- Flight and Levitation at Unearthly rank.

LIMITATION: Hela preserves her own life force by means of a cape and headress. Depriving her of this garment results in her Strength and Endurance being reduced to Feeble, and the goddess of death unable to use any of her super-human Powers. It is unknown whether she herself can die, or, if this would occur, whether Death itself would claim the occupants of her realms or assign a new Asgardian deathgoddess.

BACKGROUND: Hela is said to have been born in a half-living, half-dead state, and requires her mystic garments to function normally. She is always seeking to expand her realm, and while mortal souls are beyond her responsibility, she has trafficked in them in the past.

MEPHISTO

F	MN(76)	Health: 3225
A	MN(75)	
S	MN(75)	Karma:250
E	CL3000	
R	MN(75)	Resources: CL3000
I	MN(75)	
P	UN(100)	Popularity: -1000

KNOWN POWERS:

Body Armor: Mephisto's body has Amazing protection from physical and energy attacks. He is Invulnerable to Toxins, Disease, Heat, Cold, and Corrosives.

Mystic Powers: Mephisto has a number of 11 “super-Powers” he may wield with Unearthly ability. They include, but are not limited to:

- Increase any physical ability to Unearthly
- Fire bolts of mystic force
- Levitate, fly, and teleport
- Invisibility and Illusion Generation
- Growth (self and others)
- Matter manipulation and transmutation
- Dimensional Travel (when in another dimension, Mephisto's maximum Endurance is Unearthly) Mephisto may use other Powers listed in the Judge's Book. However, he cannot
- Engage in Mind or Emotion control, or use any Power that forcibly brings one's will under his control
- Engage in Telepathy or in any way read or scan the thoughts of sentient beings

BACKGROUND: Mephisto is among the most powerful of the extradimensional creatures known as demons, and is the ruler of a pocket dimension he refers to as Hell. Mephisto is not the ultimate force of evil as presented in several faiths, but portrays himself as such a being in order to exploit the mortal masses.

Mephisto seeks the voluntary surrender of human spirits to him, and to that end encourages despair and misery. Of particular interest are the spirits of exceptionally moral and heroic characters of great power, such as Thor and the Silver Surfer. Their defeat would be a great boon to his Powers, and as such he often sends his agents to contest and harass them (Mephisto's power may be limited outside of his pocket dimension, hence his reduction of ability by -1CS).

Mephisto draws strongly upon mortals' belief in his power to strengthen that power; hence his guise as the supreme evil. Mephisto may be slain, even fully destroyed, but will eventually return to existence based on the strength of mortals' beliefs in him.

ODIN

Odin of Asgard

F	UN(100)	Health: 3250
A	UN(100)	
S	AM(50)	Karma: 3080
E	CL3000	
R	IN(40)	Resources:Class 1000
I	IN(40)	
P	CL3000	Popularity: +90

KNOWN POWERS:

Body Armor: As a powerful Asgardian, Odin has Excellent protection from physical and energy attacks. He also is Invulnerable (in his native Asgard) to Disease, Fire, Cold, Corrosives and Toxins. In battle situations, Odin wears armor that provides him with Amazing protection from physical and energy attacks.

Mystic Powers: Odin is the most powerful of his race and may perform the following:

- Place enchantments; of up to Unearthly power on objects. Such a spell lasts until he rescinds the enchantment or it is negated by mystic power of Class 1000 +.
- Dimensional Travel at Unearthly rank.
- Project his image across space and dimensions with Unearthly ability.
- Absorb or Restore Health of Asgardians on touch. Absorbed Health may increase his total Health. He has no effect on those claimed by Hela.

Weapons: Odin carries two weapons, both made of Class 1000 Uru metal:

- Gungir, a spear inflicting Amazing damage
- Thrudstock, a mace inflicting Shift X damage

Servants: In addition to ruling the people of Asgard, Odin has several special minions:

- Munin: A Raven (stats as Eagles) who flies at Monstrous speeds and survey the realm for its lord.
- Sleipnir: Odin's eight-legged steed moves at Unearthly speeds, and may span the dimensions with him.
- Mimir: An “all-seeing” well of knowledge, a being with Class 1000 Resources as far as knowledge is concerned. Mimir has its own priorities, and has been known to lie.

LIMITATIONS: Odin must sleep once per year for a week or lose Endurance Ranks at the rate of one per week.

BACKGROUND: There are several stories as to the origin of Odin, ruler of Asgard and most powerful of the Asgardian gods. He served as that land's lord until his recent disappearance in battle with the fire-demon Surtur.

SHAPER OF WORLDS

F	MN(75)	Health: 325
A	MN(75)	
S	MN(75)	Karma: 7000
E	UN(100)	
R	CL1000	Resources: Class 5000
1	CL1000	
P	CL5000	Popularity: 0

KNOWN POWERS:

Body Armor: The Shaper of Worlds has Monstrous protection from physical attacks, and Amazing protection from energy attacks. By manipulating reality, he can become invulnerable to any form of damage.

Reality Manipulation: The Shaper of Worlds has Illusion Generation Powers of Class 5000 ability, such that for most of the normal world, his illusions are indistinguishable from reality. His initial range is one area, but increases at one area per turn, so that at the end of 21 Terran hours he can convert a planet the size of Earth to his reality. It remains in that state for 4 Terran years, at which point it reverts to its initial state (unless the Shaper himself negates the change).

The Shaper, however, has no imagination, and as such depends on the dreams and imaginations of others to form templates for his worldshaping. Upon choosing such a template, he begins to manipulate reality to that mold with his Illusion Powers. If he latches onto a mind that wishes to be king of the world, reality is suitably manipulated in that fashion. Grandiose, interesting, and unusual dreams intrigue him. If convinced that the dream is bad or harmful, the Shaper may negate it.

LIMITATIONS: Shaper moves by means of a tractor-like device that may or may not be part of his body. He moves 1 area/turn. He spans cosmic distances in his starship (Class 5000 movement).

BACKGROUND: The Shaper of Worlds is the adult version of the energy of the type captured in the Terran Cosmic Cube. Any being possessing such a nascent cube-energy may manipulate Reality in a similar manner, but only as long as he or she concentrates on it. The Shaper has the soul of an artist but no inherent creativity of his own, so must rely upon the dreams of others as models for the worlds he creates. While he may prolong the illusion of a world beyond the 4-year mark, he does not normally perform such alien work. His last appearance on Earth was to help the Terran Cosmic Cube "hatch," from which may evolve a similar reality-manipulating being.

THE WATCHER

Uatu of the Lunar Blue Area

F	AM(50)	Health: 250
A	AM(50)	
S	AM(50)	Karma: 300
E	UN(100)	
R	UN(100)	Resources: Un(100)
I	UN(100)	
P	UN(100)	Popularity: 0

KNOWN POWERS:

Mental Abilities: The race of Watchers may use all Mental Powers listed in the Player's Book with Unearthly ability. When a Watcher is involved with another mind, he provides that mind with Class 1000 protection from other mental attacks.

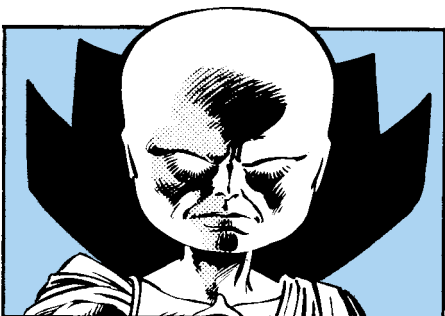
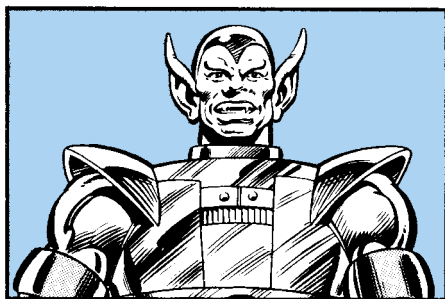
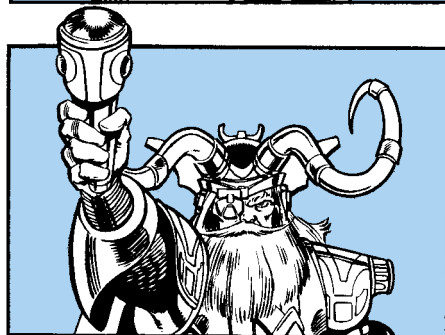
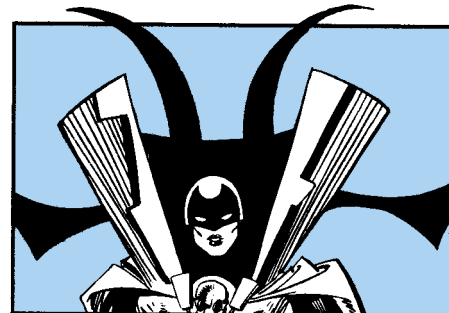
Energy Manipulation: Watchers may manipulate energy at Class 1000 level, allowing them a number of Power stunts.

- Teleport at Class 5000 level, spanning galactic distances
- Generate force fields of Class 1000 Strength
- Alter their form with Class 1000 ability
- Fire force blasts of up to Class 1000 damage
- Raise physical abilities to Unearthly

Body Armor: Watchers have Class 1000 protection from physical and energy attacks. They are Invulnerable to Heat, Cold, Radiation, Corrosives, Toxins, Disease, and Mental and Magical Powers.

BACKGROUND: The Watchers are an ancient race that evolved early in the life-span of our universe. The Watchers sought to aid the primitive races around them, but after a disastrous encounter with a race to whom they gave nuclear technology (which the race used to create genocidal weapons), they are now committed to observing. They see themselves as the cosmic recorders of the passing of this universe, not the rulers, and to that end do not interfere with their charges, even if that results in massive disaster. Adult Watchers are entrusted with a Solar System to monitor.

Uatu, the Watcher of the Sol system, is a juvenile delinquent among his people. He has more than once interfered on behalf of the humans of Terra to warn them of danger or indirectly point out solutions to world-shattering threats. Uatu seeks to aid in discreet fashions, such that appeals for direct aid will be ignored. However, he may reveal to the heroes the location of the solution.



SUPPORTING CAST

Animals, Aliens, Criminals, and Other Supporting Players

This section details in full a large, but not exhaustive, list of other individuals that may be found in the Marvel Universe, including wildlife, alien life, low life, and everyday life.

Animals

Alligator

F	A	S	E	R	I	P
Pr	Gd	Rm	Ex	Fb	Fb	Fb

Health = 64

These large, lethal lizards are normally peacable, but have been known to attack if their territory is threatened, they sense a meal, or are commanded by a more powerful being with animal control abilities, such as the Lizard. Alligators inflict Edged attack damage with their teeth. They move 1 area per turn on land, 2 areas per turn in water. These stats also apply to the crocodile or other cold-blooded lizards. Alligators are found in tropical rivers and, in the sewers of New York City.

Ape

F	A	S	E	R	I	P
Ty	Ty	Gd	Ex	Fb	Ty	Pr

Health = 42

Apes describe man's close cousins: the chimp, the orangutan, and gorilla (gorilla Strength = Excellent, Health = 52). These creatures have human-like hands, and can manipulate tools.

Armadillo

F	A	S	E	R	I	P
Fb	Fb	Fb	Fb	Fb	Fb	Fb

Health = 8 (and this is being generous)

Armadillos are natives of Texas and other south-western states. They are slow (1 area in about 3 turns) and have Feeble Body Armor from their protective shell. (They also answer mail.) Unprepossessing as individuals, in huge herds they are even less so. Armadillos attack on the Blunt attacks column, but cannot score Slam or Stun results against human-sized targets. Armadillo stats apply to most other forms of small, inoffensive life.

Bat, Individual

F	A	S	E	R	I	P
Fb	Pr	Fb	Fb	Fb	Pr	Fb

Health = 10

Bats, Flock of Ten

F	A	S	E	R	I	P
Gd	Pr	Fb	Gd	Fb	Pr	Fb

Health = 26

Bats are winged mammals who have radar-

like senses that allow them to navigate at night with Remarkable ability. They are normally harmless unless surprised or controlled by an external force. A single bat inflicts Edged attack damage, but cannot score Kill results, while a flock inflicts Edged attack damage in full to reflect the large number of possible bites per round. Bats are found throughout the US. They move at 3 areas/turn.

Bear

F	A	S	E	R	I	P
Gd	Ty	Rm	Rm	Fb	Pr	Fb

Health = 76

Bears include the grizzly, brown bear, and polar bear. These large carnivores have been known to attack unwary tourists, and inflict Edged attack damage with their teeth and claws as well as Grappling attacks (Hugs). They move 2 areas/round at top speed.

Behemoth

F	A	S	E	R	I	P
Am	Ty	Un	Un	Pr	Pr	Pr

Health = 256

Behemoth is a name for a large variety of sea monsters capable of walking on land, and include the whale-like Giganto used by the Sub-Mariner in his initial invasion of the surface world, and the spawn of that creature. These beasts move 1 area/round on the surface and 3 areas/round in water. Behemoths have Amazing protection from physical and energy attacks, and inflict Blunt attack damage. They can be controlled by certain devices available to Atlantean technology.

Bird, individual

F	A	S	E	R	I	P
Fb	Fb	Fb	Fb	Fb	Fb	Fb

Health = 8

Bird, Flock of ten

F	A	S	E	R	I	P
Gd	Ty	Fb	Ty	Fb	Pr	Fb

Health = 24

The description applies to all non-hunting birds, ranging from sparrows to ducks to geese. Birds attack on the Edged attack column, but individuals cannot get Stun or Kill results. Birds fly up to 4 areas/turn, and are inoffensive against human targets unless controlled by outside forces.

Cat

F	A	S	E	R	I	P
Fb	Gd	Fb	Gd	Fb	Ty	Fb

Health = 24

Cats include most ordinary house cats and small wild cats. They inflict Edged attack damage with their claws, but cannot score

a Kill result against human targets. They move 2 areas/turn.

Cattle (Herd Animals)

F	A	S	E	R	I	P
Pr	Ty	Gd	Ex	Fb	Fb	Fb

Health = 40

Stats for cattle apply to all manner of similar herd animals, including bison, zebras, gnu, and the ever-popular Guernsey Cow. Cattle are by and large inoffensive, but if spooked (by gunshot, for example) can stampede (those in the way take a Charging attack of +3CS Strength and Endurance to hit).

Dinosaur, Giant Plant-eating

F	A	S	E	R	I	P
Gd	Pr	Am	Un	Fb	Fb	Fb

Health = 164

Dinosaur, Giant Flesh-eating

F	A	S	E	R	I	P
Rm	Gd	In	Un	Fb	Fb	Fb

Health = 180

Dinosaur, Giant Armored

F	A	S	E	R	I	P
In	Ty	Am	Mn	Fb	Fb	Fb

Health = 171

These are the flashiest of the large lizards that once dominated this Earth. They survived until recently in the Savage Land, and regions of Africa are still said to be home to these beasts. The Giant Plant-Eater includes such favorites as the brontosaurus. They move 1 area/round, inflict Blunt damage, and, according to recent studies, travel in herds similar to cattle (check under Cattle for stampedes). Giant Flesh-Eaters include the al[0saurus and the tyrannosuarus rex. They inflict Edged attack damage with their teeth and claws, and move 2 areas/turn. The Giant Armored Dinosaurs include the stegosaurus and triceratops, which have plates that provide Excellent Body Armor, and inflict Edged attack damage with their horns and sharp tails.

Dinosaur, Giant Radioactive

F	A	S	E	R	I	P
Rm	Rm	Un	Un	Pr	Pr	Pr

Health = 260

The Giant Radioactive Dinosaur is a mutant of unknown origin that survives today in various inaccessible reaches. The Giant Radioactive Dinosaur has Amazing Body Armor, inflicts Edged attack damage, and breathes a 10-area-long stream of Unearthly radioactive energy. This is a moderate example of one such creature, though large ones have plagued Japan and the American West Coast.

Dog

F	A	S	E	R	I	P
Gd	Ty	Ty	Gd	Fb	Gd	Fb

Health = 32

The above stats are for guard dogs, and smaller animals may have lesser stats. Dogs inflict Edged attack damage, move 2 areas/turn, and track with Remarkable ability.

Dolphin

F	A	S	E	R	I	P
Gd	Ex	Gd	Gd	Ty	Gd	Ty

Health = 50

Dolphins are highly intelligent, aquatic mammals that have a language of their own. Undersea races use the dolphin in much the same way as humans use dogs or horses: for transport (swim 3 areas/round), protection (Blunt attack damage), and companionship.

Eagle

F	A	S	E	R	I	P
Gd	Gd	Pr	Ex	Fb	Ty	Fb

Health = 44

Eagles include all large predatory Terran birds, including vultures, hawks, owls, and condors. They are not dangerous unless threatened or under the control of another individual. Eagles inflict Edged attack damage, and fly up to 4 areas/round, at top speed.

Elephant

F	A	S	E	R	I	P
Gd	Gd	In	Am	Fb	Pr	Fb

Health = 110

Elephants include the Indian and African varieties, as well as their prehistoric cousins, the mastodon and mammoth. They move 1 area/turn, and can inflict either Blunt or (if they have tusks) Edged damage.

Fish

F	A	S	E	R	I	P
Fb	Fb	Fb	Fb	Fb	Fb	Fb

Health = 8

This classification is a catch-all for all sea life not covered elsewhere. Most sea life has no special Powers beyond moving 1 area/turn, and will rather flee than fight.

Horses

F	A	S	E	R	I	P
Ty	Gd	Rm	Rm	Pr	Ty	Pr

Health = 76

Horses run from Shetland ponies to beer-wagon-pulling Clydesdales. Horses may make Blunt attacks if threatened, but normally seek to flee threatening situations (such as fires and battles). Horses may be trained to withstand such challenges. They

move 3 areas/turn while carrying a rider.

Certain individual horses (usually those associated with heroes) may have superior talents of higher Reason, Intuition, or Psyche than their brethren.

Insect, Swarm

F	A	S	E	R	I	P
Ex	Fb	Fb	Ex	Fb	Fb	Fb

Health = 44

Insects are listed as a swarm of about 100 creatures, minimum. These insects attack on the Edged Attack column, but cannot get Stun or Kill results. Instead, any insect attack against unprotected flesh (including those that get underneath artificial Body Armor but excluding those against natural Body Armor) forces the target creature to make an Endurance FEAT (during the pre-action part of the turn) or be unable to perform any actions or concentrate. The Intensity of this attack is Typical for most insects, but for particularly nettlesome pests (such as red ants, mosquitos, or bees) the Intensity may reach Good or Excellent. Some, but not all, insect swarms fly at 1 area/turn.

Killer Whale

F	A	S	E	R	I	P
Rm	Ty	In	Mn	Pr	Gd	Ty

Health = 151

Killer Whales are large killers of the deep, mammals adapted to the ocean environment as efficient predators. They inflict Edged attacks when they bite with their toothy jaws, and swim at 3 areas/round.

Lions

F	A	S	E	R	I	P
Ex	Gd	Gd	Ex	Fb	Fb	Fb

Health = 60

Lions include all the "big cats"—tigers, pumas, and leopards. They are, in their natural state, predators which avoid man, though there are "man-killing" versions of each. The big cats may be trained to hunt, attack and protect by someone with appropriate skills, such as Kraven the Hunter. Lions and their kin attack on the Edged attack column, and move 2 areas/round.

Monkeys

F	A	S	E	R	I	P
Gd	Ty	Pr	Gd	Fb	Ty	Pr

Health = 30

Monkeys, for the purpose of this game, include all small primates not covered under the Ape category. Monkeys do not possess the strength of the apes, and cannot make Kill or Slam results in their attacks, but can manipulate objects and be trained.

Octopus and Squid

F	A	S	E	R	I	P
Ex	Rm	Gd	Rm	Fb	Fb	Fb

Health = 90

The above stats; are for the giant-economy-size octopi that underwater geniuses leave around to threaten heroes and heroes' allies. The high Fighting and Agility reflects the large number of arms that may be brought to bear. In addition, octopi may shoot inky clouds of Excellent Intensity.

Rat, individual

F	A	S	E	R	I	P
Fb	Fb	Fb	Fb	Fb	Fb	Fb

Health = 8

Rat, pack of 10

F	A	S	E	R	I	P
Ex	Ty	Fb	Ex	Fb	Fb	Fb

Health = 48

Rats and other rodents and vermin are found in sewers beneath every major city. An individual rat attacks on the Edged attack column, but cannot score Stun or Kill results. A pack of rats also attacks on this column, and may score Kill results from multiple attacks. Rats are normally not so bold (they prefer to push around frogs), but will attack when externally controlled.

Sharks

F	A	S	E	R	I	P
Gd	Gd	Rm	In	Fb	Fb	Fb

Health = 90

The other standard threat protecting underwater lairs and sunken treasure is sharks. The above stats are for your everyday killer-type shark. The "Great Whites" in the movies weigh in at +1CS on all physical abilities. Sharks are drawn by blood in the water, often travel in packs, inflict Edged attack damage, and travel at 3 areas/round. Their mortal enemies are the dolphins, and dolphin attacks against sharks gain a +1CS to hit.

Snake, Constrictor

F	A	S	E	R	I	P
Ty	Ty	Ex	Ex	Fb	Fb	Fb

Health = 52

Snake, Poisonous

F	A	S	E	R	I	P
Gd	Pr	Fb	Pr	Fb	Fb	Fb

Health = 20

Most snakes are fairly small and inoffensive (see Armadillos, above). Large constrictor snakes (like the anaconda) attack their prey by grappling attacks, crushing the life out of it. Poisonous snakes are smaller, but

their bite (Edged attack, no Stuns or Kills) carries a deadly venom (Good Intensity poison). Both varieties will attack if threatened, or if controlled by an outside force (such as the Lizard).

Wolves

F	A	S	E	R	I	P
Ex	Gd	Gd	Gd	Fb	Fb	Fb

Health = 50

Wolves are relatives of dogs, and usually travel in packs to bring down their prey. Wolves move 2 areas/turn, attack on the Edged attack column, and can track with Excellent ability.

Aliens and Non-Human Races

The following listings apply to typical members of the various alien, extra-dimensional, and variant human races that have appeared in the Marvel Universe. These are typical values only, and there are superior examples of these various races in existence, much the same as there are a wide variety of humans.

Alien Hero Option: This is an option that may be chosen by the player with the Judge's permission, if the player has rolled the Alien category. The player "picks" a race with the Judge's approval. The hero has the listed abilities, modified by a roll on the Ability Modifier Table, page 5 of the Players' Book, making one roll for each ability. Any Powers possessed by the race are automatic Powers of the hero, occupying random slots. (A pre-Secret Wars Skrull would have Imitation as one Power, filling one random Power slot.) Talents should be chosen with an eye towards the race involved. As Contacts, the hero may either choose the race he/she belongs to, or no initial Contacts (in which case the character is a renegade).

Characters generated in this fashion tend to be more limited and weaker than those created by the method listed in the Character Creation section, but have the advantage of having an organized and existing racial background.

Asgardians

F	A	S	E	R	I	P
Rm	Gd	In	In	Gd	Gd	Ex

Health = 120 Karma = 40

KNOWN POWERS:

Body Armor: Good

Asgardians are the most human-looking and powerful of the intelligent races of

Asgard, a mystic dimension once connected to Earth by Bifrost, the rainbow bridge. All Asgardians have Good protection from physical and energy attacks, provided by the denser materials of their worlds. While Asgardians are long-lived, they are not immortal like the Olympians.

Asgard has a warrior society and has come under assault by its enemies many times in its recent history. Any Asgardian character with Weapons Talents must choose Edged or Blunt Weapons Skill as his first choice. Gunpowder works in the Asgardian dimensions, but has only recently been introduced.

Asgard has Class 1000 Resources though low levels of technology in a 20th-century sense. With the disappearance of Odin in battle with the fire demon Surtur, Asgard is ruled by Balder the Brave.

Atlanteans

F	A	S	E	R	I	P
Gd	Ty	Rm	Rm	Ty	Ty	Ty

Health = 76 Karma = 18

KNOWN POWERS:

Water Breathing

Swimming at 2 areas/turn

Resist Cold: Excellent

The origins of homo mermanus are unknown, though their own legends claim that the Olympian Poseidon modified them to their present form. In any event, the largest group of this race has settled the ruins of ancient Atlantis on the Atlantic seabed, though there are small settlements throughout the ocean. They have been ruled in the past by Namor, the Sub-Mariner, though he has been sent into exile by his advisors, and they in turn were overthrown by the Atlantean barbarian Attuma.

Atlanteans are water-breathers, such that exposure to air is similar to a human's immersion in water—they can suffocate out of water (Namor, given his half-breed blood, is an exception). Atlantean technology has produced water tanks that operate as scuba gear in reverse, allowing Atlanteans to survive out of water for up to 4 hours before more water is needed. Atlanteans also have a chemical compound that allows normal breathing in air, while turning the flesh from normal blue to human flesh-tones. This chemical allows airbreathing for 24-hours. An Atlantean hero that gains "water-breathing" ability as a Power can breathe air normally.

Atlanteans scavenge lost technology and magic from the sea floor, and as such have access to lost treasures of Atlantis and Deviant technology, but most are not inventors in their own right. Any Atlantean hero must take Edged Weapon or Blunt Weapon skill as his first Talent.

Denizen of the Dark Dimension

F	A	S	E	R	I	P
Ty	Gd	Ty	Ty	Ty	Gd	Gd

Health = 28 Karma = 26

KNOWN POWERS: Mystic Origin

The Dark Dimension is a series of pocket dimensions that have been expanded and conquered by the Dread Dormammu. This realm was later ruled by Umar the Unspeakable, Dormammu's sister, and presently by Clea, Umar's daughter. The ruler of the Dark Dimension is recognized by the flames of regency about his or her head.

A collection of pocket dimensions with various populations, natural laws, and sizes, the Dark Dimension appears as a collection of large floating islands, each with its own localized gravity, all connected by a variety of mystic bridges and passages. One section of the Dimension is walled off by a mystical force field—the domain of the Mindless Ones, a nonsentient destructive race.

The Dark Dimension is inherently and powerfully magical in nature, such that magical Powers are +1CS when operating within it, and dimensional apertures may be formed from it to any other known dimension. The normal citizens of the dimension have no inherent magical ability, but may be easily trained, as magic is as available a force as technology is on 20th century Earth.

Deviants

F	A	S	E	R	I	P
Gd	Ty	Ty	Gd	Gd	Pr	Pr

Health = 32 Karma = 18

AVAILABLE POWERS:

Strength of +2CS or 2 additional super Powers rolled randomly

When the Celestials first landed on Earth, they modified human genes to produce two distinct separate races, the Deviants and the Eternals. The Deviants were created with a genetically unstable gene structure, so that each generation will be radically different from previous generations. Any Deviant character has the choice of



additional strength benefits (in addition to any rolled for the character) or two additional Powers.

Deviants have a warped sense of beauty, regarding hideousness as attractiveness and vice versa. Corruption is valued. Deviants judged unacceptable are slain by their society, so those with exceptional appearance or Powers may be renegades at best. They rule large areas of underground caverns, with their main base being the Lemurian City of Toads. They are at this writing ruled by Kro.

Deviant technology is highly advanced, but the race has yet to understand how to correct its genetic curse.

Eternals

F	A	S	E	R	I	P
Gd	Ex	In	Am	Ex	Rm	Rm
Health = 120		Karma = 70				

KNOWN POWERS:

Invulnerability

Cosmic Energy Manipulation

Flight (Unearthly: 40 areas/round)

The Celestials' other experiment in early humanity were the highly advanced and super-humanly powerful Eternals, a long-lived, clearly human-looking race that wields great Powers of cosmic energy manipulation.

All Eternals are Invulnerable to Heat, Cold, Energy, Electricity, Radiation, Toxins, and Disease. They do not age. They can still be affected by Stun, Slam, and Kill results, but only by scattering their ashes over a wide area of space can they be permanently slain. They are still vulnerable to mental and magical attacks.

Eternals can manipulate Cosmic Energy in a number of discrete fashions. Any Eternal character created may be considered to draw his or her individual Power from Cosmic Energy manipulation, including in some cases such forms as Shape-Shifting, Teleportation, and Matter Manipulation. Eternals may project cosmic energy as Force Bolts of Amazing range and Intensity. Eternals may perform Power stunts with their cosmic energy abilities to assume other super-human Powers, though most stay within their self-imposed limits, working to increase their Powers in discrete personalized areas.

Eternals "fly" by means of Levitation, mentally projecting themselves through the air. They may lift and carry others with them as well.

More than a hundred Eternals in one location can form the Uni-Mind, an energy creation that resembles a huge brain with Class 1000 abilities under the control of the Eternal leader. This creation has Class 1000 Reason and is used as a parliamentary device to gather a consensus for Eternal affairs. The Uni-Mind also has offensive Powers, but when it challenged the Celestials, it was destroyed and the controlling force, Zuras, was slain. Less than 100 Eternals can create a Uni-Mind of a power equal to their percentage (80 Eternals create a Uni-Mind of 80% power).

Eternals have for the most part departed Earth. The Terran Eternals have departed their homes in Olympia, Oceana, and Polaria in order to explore the universe as the Uni-Mind, leaving a handful of adventurers and renegades behind. An Eternal outpost on Saturn's moon Titan is ruled by Mentor, father of Starfox and Thanos, and is still recovering from a recent war.

Inhumans

F	A	S	E	R	I	P
Gd	Ex	Ex	Rm	Gd	Gd	Gd
Health = 80		Karma = 30				

Inhumans are a divergent human race created by the Kree on the model of the Eternals. While generally superior to mainstream humanity, the discovery of Terrigen mist and exposure of the Inhuman populace to that chemical accounts for their widespread differences in abilities.

All Inhumans may be considered Altered Humans when generating Powers and Talents. Inhumans may inherit their traits from their parents, or gain them from exposure to the mist, either at the wish of their parents, or upon reaching the age of consent (31 Terran years).

Inhuman technology is highly advanced, particularly in the area of Genetics. The Inhumans' home city of Attilan was originally in (not under) the Atlantic Ocean at a similar time as Atlantis. They have moved Attilan twice, once to the Himalayans, and the second time to the Blue Area of the Moon.

Kree

F	A	S	E	R	I	P
Gd	Ty	Ex	Ex	Gd	Gd	Ty
Health = 56		Karma = 26				

The Kree are a race of aliens that were carving an interstellar empire at a time

when the first mammals had appeared on Earth. The Kree are naturally blue-skinned, though a paleskinned mutation has flourished to the point that the original Kree are a powerful minority.

Kree possess extremely powerful technology including interstellar drive and genetic manipulation devices, but not time travel. They are responsible for the Terran Inhuman race and the Blue Area of the Moon. They have created powerful robotic Sentries that act as recorders and protectors of their installation. They have interest in Earth not only for its native races, but for its location near a natural space warp nexus and advantageous position in regard to the Skrulls.

The Kree are ruled by a group organism made up of the minds of past rulers, called the Supreme Intelligence. Like the Kree themselves, the Supreme Intelligence seems limited in imagination, and the development of the Kree race has hit its apex.

Lemurians

F	A	S	E	R	I	P
Gd	Ty	Ex	Rm	Ty	Ty	Gd
Health = 66		Karma = 22				

KNOWN POWERS:

Water Breathing

Swimming (2 areas/round)

Resist Cold: Excellent

Mystic Origin

The Lemurians are a branch of homo mermanus that migrated to the Pacific Ocean and settled in the ruins of ancient Lemuria. They are similar to their Atlantic cousins in their air-breathing limitations.

The Lemurians are set apart from their Atlantic relations by the discovery or development of the Serpent Crown, an artifact of ancient power that places the user in mystic contact with Set, an snakelike elder demon. Veneration of this crown and its use in rulership have made the Lemurians' skin greenish and scaly. It has also given them a greater potential to wield magic. They can perform magic of a Dimensional type by invoking Set.

The Lemurians are currently ruled by Karthon the Questor. It is unknown what relationship, if any, the Lemurians have with the Deviants and their City of Toads.

New Men

F	A	S	E	R	I	P
*	*	*	*	Gd	Gd	Gd

Health = special
Karma = 30

The New Men are an artificial race of mutagenically altered, human-size animals, created by the High Evolutionary, given humanequivalent minds and consciousness. Their initial physical stats are those of their original animal stock (original Armadillo stock is Feeble in all physical abilities), but the New Men will have the listed nonphysical abilities, plus any special traits they possessed before.

The New Men were first created on Wundergore Mountain, in Trasnia, and trained by the High Evolutionary in knightly arts and virtues to combat the demon Chthon. The High Evolutionary built atomic steeds as mounts for these knights. One was rescued from the mountain by the Beast and repaired, and is now used by the current Black Knight.

The New Men have left Earth and currently have colonized Wundergore II, a planet orbiting Sirius, the Dog Star.

Olympians

F	A	S	E	R	I	P
Gd	Ex	In	Am	Ty	Ty	Rm

Health = 120
Karma = 42

KNOWN POWERS:

Body Armor
Immortality

The Olympians are the superhuman residents of the pocket dimension of Olympia. Like the Asgardians, who were also worshipped as deities by early civilizations, they have Good protection from physical attack, but unlike the Asgardians, the Olympians are true immortals, and as such are very difficult to slay.

The pocket dimension of Olympus has its earthly terminus in Greece, and it was here and throughout the Mediterranean that these beings were venerated. They used the Eternals of Olympia as their representatives among men, which resulted in confusion between the Eternals and the Olympian pantheon (made worse by similarity in name and appearance—Zeus and Zuras, Athena and Thena, Mercury and Makkari). The Olympian pantheon is no longer worshipped save for Neptune/Poseidon, who is venerated by the Atlanteans.

The Olympians are ruled by Zeus, the mythological head of the Pantheon. Olympians such as Hercules and Venus still walk among humans.

Shi'ar

F	A	S	E	R	I	P
Gd	Gd	Rm	Gd	Gd	Gd	Gd

Health = 60
Karma = 30

The Shi'ar are an expansionist alien race whose empire is still developing, encompassing a wide variety of other alien races. The Shi'ar themselves are descended from avian ancestors, and though mammalian in appearance retain some avian vestiges.

The Shi'ar are highly advanced, and have warp drive ships and instantaneous teleporters with intergalactic range, called stargates. Their interest in Earth is based purely on its location near a natural space warp nexus, and they have in the past cared as much for Earth's inhabitants as humans care about apes gathered near a jungle railway station.

The Shi'ar count a number of alien races in their empire, with varying degrees of freedom dependent on their loyalty to the throne. The ruler of the empire commands the Imperial Guard, an organization of super-powered aliens (Shi'ar and others) who keep the peace in the empire. The current ruler of the Shi'ar is called Deathbird, who desposed her sister Lilandra Neramani from the throne with the aid of the Badoon and Brood, other alien races. Neramani is on the run from Deathbird's forces, with her lover Charles Xavier and the intergalactic freebooters called the Starjammers.

Skrull

F	A	S	E	R	I	P
Gd	Ty	Ty	Ty	Gd	Ty	Ty

Health = 28
Karma = 22

The Skrulls are an ancient race with an ancient empire. They were not warlike originally, but the long wars with Kree, who stole their original technology, have made them militaristic and cruel, bending their technology to weapons of war.

Until recently, Skrulls had the natural power of Shape-Shifting/Imitation with Amazing ability. This is due to Celestial interference in their planet's history similar to that which on Earth produced the Deviants and Eternals. This modification produced the present Skrulls, the race of Dire Wraiths,

and an as-yet-undiscovered (or extinct) race of Skrull Eternals. The skrulls lost their shape-shifting ability in a recent battle in the Skrull Civil War, when a bomb was detonated which mutagenically locked their shapes.

Who rules the Skrulls changes with the location in the remains of the Empire. After the resolution of the eons-long Kree-Skrull war (final declaration: a tie), Nova brought the Eater of Worlds, Galactus, to the Skrull Throneworld, which he then consumed, destroying most of the Skrull ruling class. Various factions have attempted to seize control of the remains, including planetary governors, starship admirals, and galactic pirates. The victor has not been declared, but the battle is being watched by the Kree and Shi'ar, the other two dominant empires in our part of the universe.

Thugs, Crooks, and Supporting Cast

The following list is of supporting players for your campaign: common criminals, goons that are used by major villains, as well as the forces of conventional law and order and normal folks. Normal folks can be generated randomly on column 2 of the Primary Abilities table, page 5 in the Players' Book. This handy reference deals with common types, talents, and equipment.

Thug

F	A	S	E	R	I	P
Gd	Ty	Ty	Ty	Pr	Pr	Pr

Health = 28
Karma = 12

Abilities: None

Notes: Run of the mill criminal rank and file. May carry knives or handguns.

Henchman

F	A	S	E	R	I	P
Gd	Ty	Ty	Gd	Pr	Ty	Pr

Health = 32
Karma = 14

Abilities: Weapon skill

Notes: These are the product of the "training academy" of Taskmaster, a super-powered villain who specializes in training the henchmen that other super-powered villains (such as Doc Ock) use in their gangs. This training includes some weapon skill, and familiarity with the high-tech equipment (blasters, lasers, exoskeletons that amplify natural ability) used by these villains.

Young Tough

F A S E R I P
Ty Gd Ty Ty Pr Pr Pr

Health = 28 Karma = 14

Abilities: None

A younger version of the standard thug.

Travels in packs to make up for low

Fighting ability. Often carries knives and blunt objects, rarely handguns. In rural areas uses motorcycles.

Enforcers

F A S E R I P
Gd Ty Gd Ty Ty Ty Ty

Health = 32 Karma = 18

Abilities: None

Notes: Large, tough goons used by criminal organizations as soldiers in their battles against each other and as threats in shaking down merchants. They carry a variety of weapons: knives, handguns, clubs, and other heavy instruments of destruction.

Hit Men

F A S E R I P
Ty Gd Ty Gd Ty Ty Ty

Health = 32 Karma = 18

Abilities: Marksmanship

Notes: These are specialists, contracted assassins who are used when the need arises, usually against non super-human targets. These individuals use assault rifles with sniper sights.

Policeman

F A S E R I P
Gd Gd Ty Gd Ty Ty Ty

Health = 36 Karma = 18

Abilities: Law Enforcement skill

Notes: Standard agent of law-enforcement.

Walks a beat or patrols in a squad car.

Equipment includes a billy club and handgun. May make arrests.

SWAT Operative

F A S E R I P
Ex Gd Gd Ty Ty Ty Gd

Health = 46 Karma = 22

Abilities: Law Enforcement and Marksmanship skills.

Notes: Special Weapons and Tactics teams are attached to most modern police forces to handle volatile situations. Members wear flak jackets for protection and are expected to fight under dangerous conditions. In dealing with super-powered opponents, some SWAT teams are equipped with mechanical exoskeletons and nullifying restraints.

Soldier

F A S E R I P
Ex Gd Ty Gd Ty Ty Pr

Health = 46 Karma = 16

Abilities: Military skill and Contacts Notes:

Soldiers include elements of the US Army, Navy, and National Guard, trained to fight en masse. They have access to higher destructive technology (bombs, tanks, etc.).

Mercenary

F A S E R I P
Ex Gd Gd Gd Ty Ty Pr

Health = 50 Karma = 16

Abilities: Military and Shooting weapons skill

Notes: Mercenaries are trained specialists who fight for a living (unlike soldiers, who in general serve for a relatively short time).

Mercenaries sell their services to the highest bidders, and drift from war to war in search of employment.

Fire-Fighter

F A S E R I P
Ty Ty Gd Ex Ty Gd Ty

Health = 42 Karma = 22

Abilities: First Aid

Notes: Fire-fighters arrive on the scene of a fire with fire trucks and other equipment, including fire hoses, extinguishers, asbestos suits, and other protective gear.

Paramedic

F A S E R I P
Pr Ty Ty Gd Gd Ty Ty

Health = 26 Karma = 22

Abilities: First Aid

Notes: Paramedics operate out of ambulances equipped with medication and other life-support equipment. Their job is to get the sick and injured to the hospital in stable (or better) condition. They carry oxygen, a power saw, and a hydraulic jack winch.

Doctor

F A S E R I P
Pr Gd Ty Gd Gd Gd Gd

Health = 30 Karma = 30

Abilities: Medicine

Notes: Doctors are the conventional method of stopping loss of Endurance in critically wounded characters, as well as taking care of diseases and illness. There are diseases that are beyond present technology to cure, though, and the special problems of super-powered individuals may require equally specialized treatments.

Scientist

F A S E R I P
Pr Ty Pr Ty Ex Gd Ty

Health = 20 Karma = 36

Abilities: Any one Scientific Talent

Notes: The above stats are for the typical scientist to be found in a research

institution or on a college campus. There are specialists in their fields that have higher Reason abilities, but they are generally loners, usually because their advancements are so far beyond the bounds of modern science, or their pet theories are ridiculed, that they reject the establishment. (Many super-powered villains got their start in this fashion.)

Lawyer

F A S E R I P
Pr Ty Ty Ty Ty Gd Ty

Health = 22 Karma = 22

Abilities: Law

Notes: Most hero organizations (and a bunch of villains as well) have a lawyer on retainer: that is, they pay the man to be around when they need representation in court. The Avengers and Fantastic Four both used the services of Murdock and Nelson, until that operation folded. Hiring a lawyer is an Excellent cost, though there are avenues available to those who cannot afford this.

Businessman

F A S E R I P
Pr Ty Ty Ty Ty Ty Ty

Health = 22 Karma = 18

Abilities: Varies

Notes: Your typical New Yorker (or San Franciscan or Cleveland). Standard human stats. Good for crowds or endangered passers-by. Includes politicians, secretaries, ice cream vendors, and the entire spectrum of normal everyday people.

Federal Agents

F A S E R I P
Gd Ex Gd Gd Gd Gd Gd

Health = 50 Karma = 30

Abilities: Law Enforcement, Marksmanship
Notes: Federal agents include investigative agents of the FBI, CIA, OSS, KGB, and other alphabetized agencies. They normally carry handguns, but generally in the field they act in an information-gathering capacity.



This image shows a blank sheet of white paper with ten horizontal black lines spaced evenly apart, resembling notebook paper. The lines are parallel and extend across the width of the page. There are no margins, text, or other markings on the paper.

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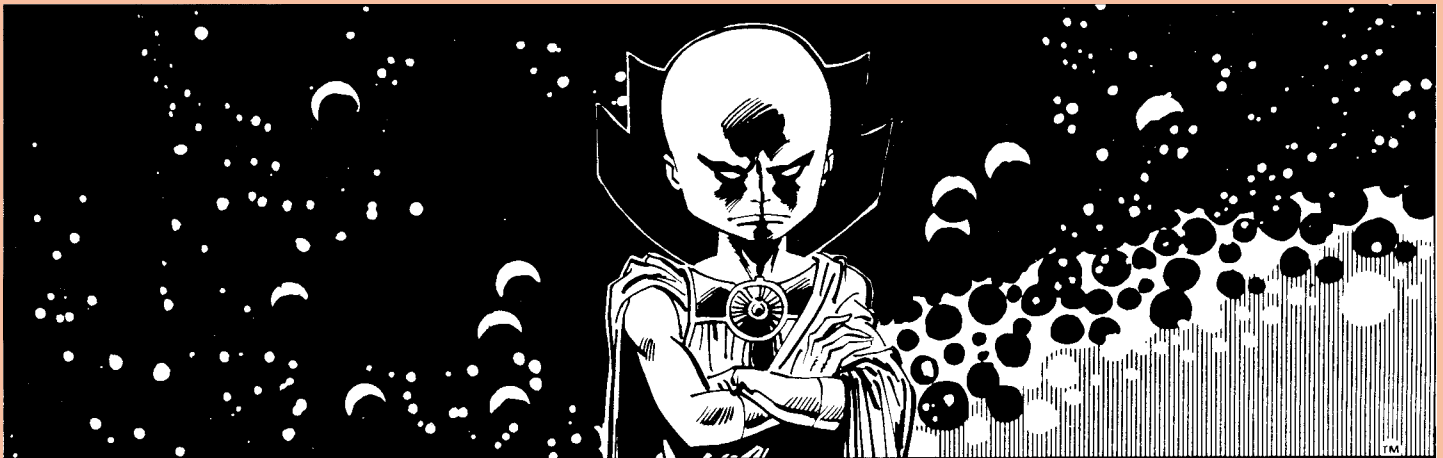
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